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KICK OFF II



SUPER FLY GUY
GREMLIN'S VENUS

UNREAL



MIDNIGHT RESISTANCE



FLOOD

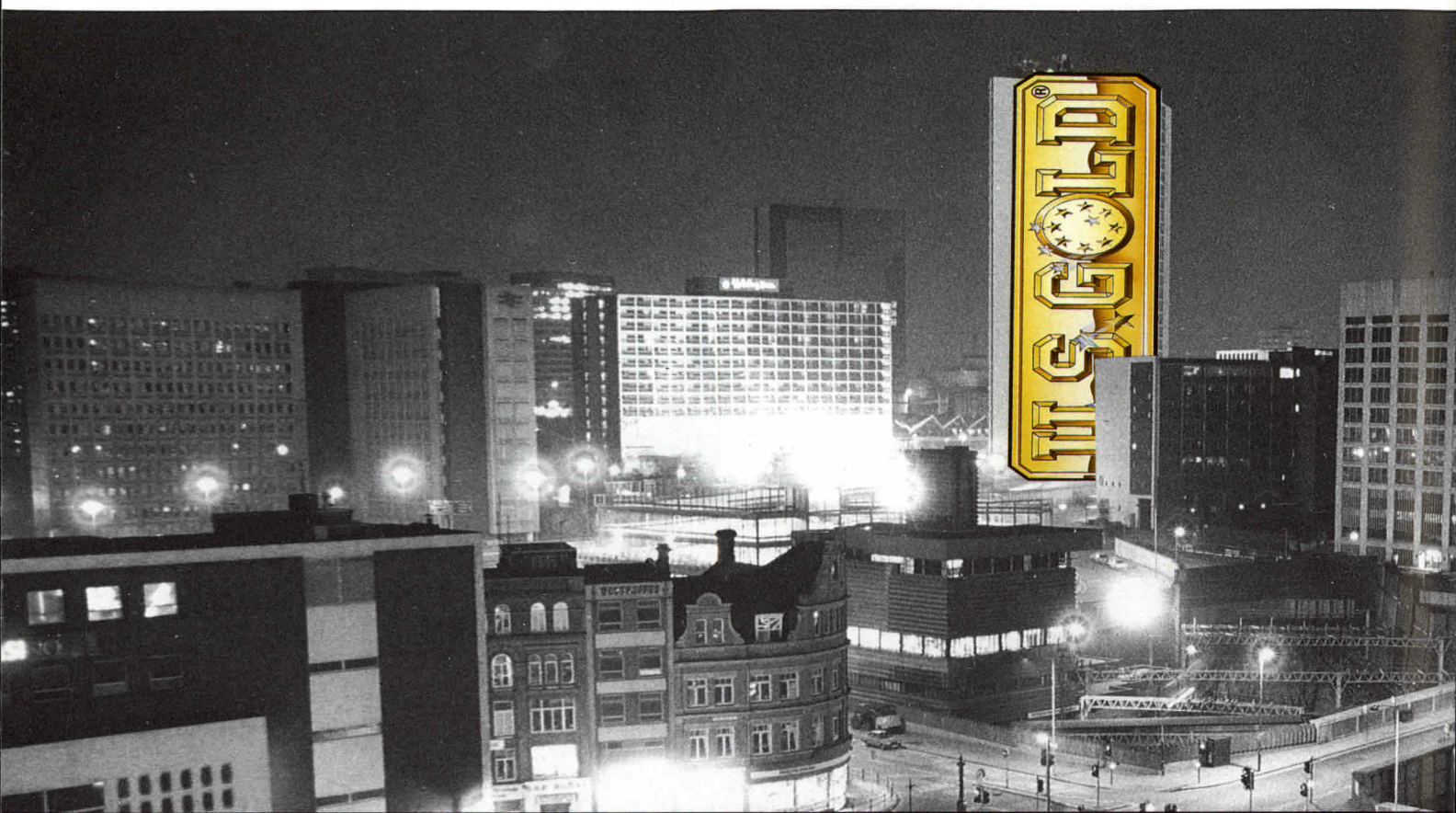


SHADOW WARRIORS



PLAGUE





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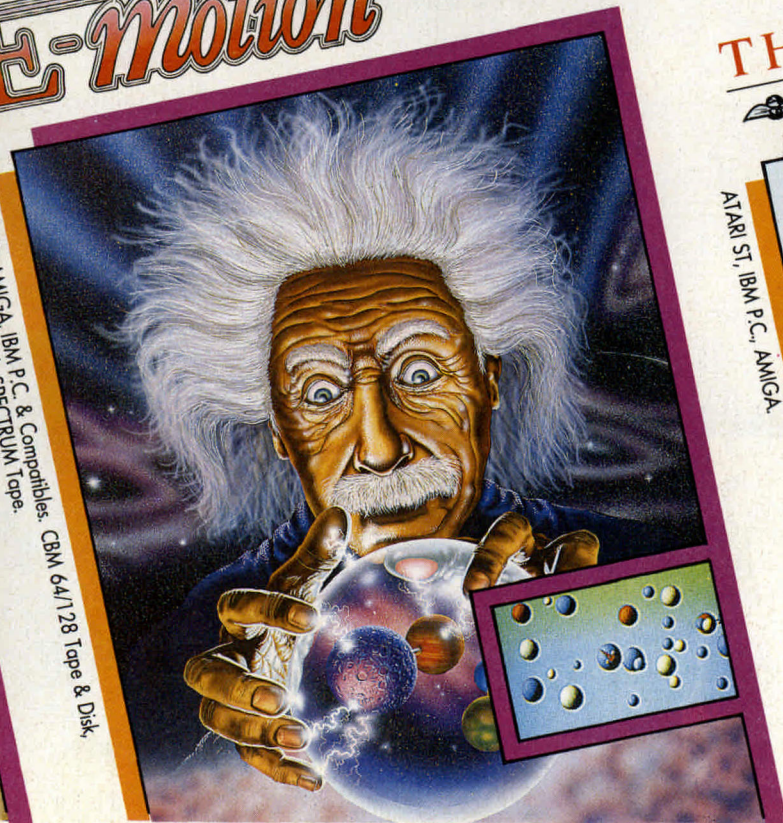
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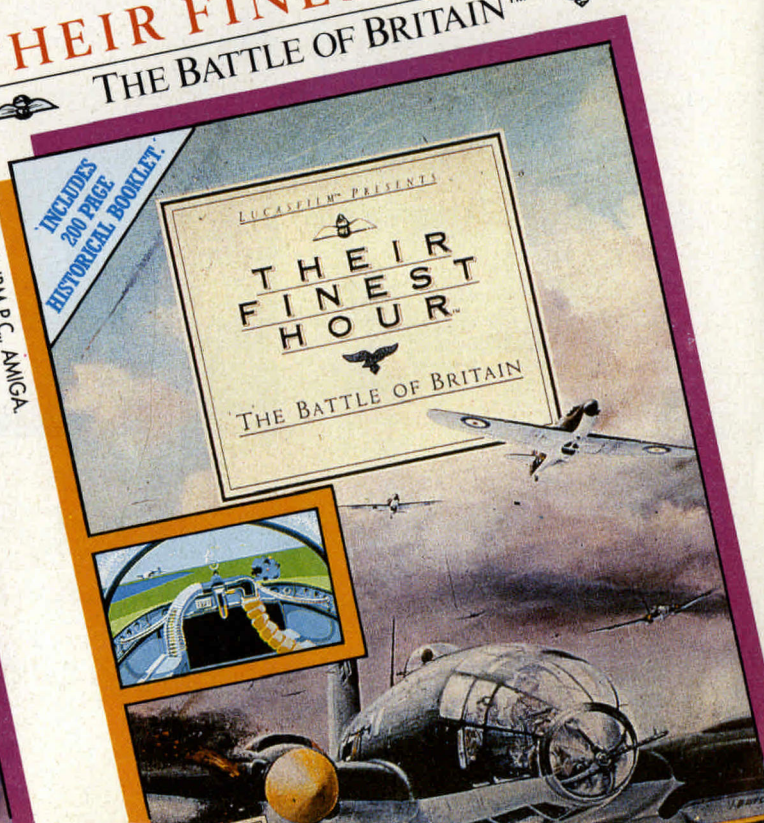


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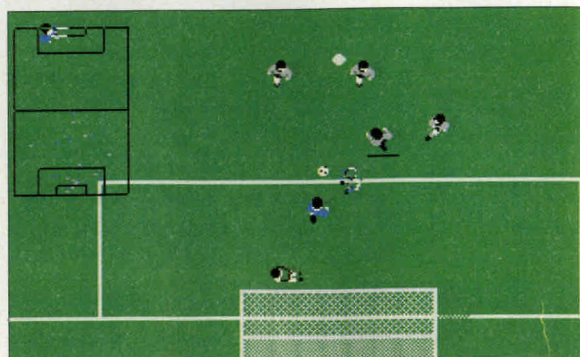
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CONT

KICK OFF 2

Dino Dini and Anco return to the extremely crowded post World Cup footy field with the sequel to what must rate as THE footy game of the last year.

76



VENUS

Nothing to do with Don Pablo's Animals or Bananarama, Gremlin's long-awaited insectoid shoot'em-up is here.

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COMBO RACER



The rush of air through your hair; the feeling of speed; oh, the thrill of picking flies from between your teeth. All this and more in Gremlin's motorbike and sidecar sim.

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UNREAL

UBI Soft's surreal arcade/adventure/shoot'em-up combines sections from a number of different game styles and pits you against an unstable planet's elements.

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MIDNIGHT RESISTANCE

Midnight Resistance. Special FX's conversion of the all-action Tecmo coin-op arrives without hype and with its guns-ablazing.

66

SUMMER LOVIN'

Well, well, well, whatever happened to the so-called 'Summer Slump'? During the last two months, we were expecting the software to dry up faster than Somerset's water supply. Not so. In fact, if anything, this month the releases are not only more plentiful, but the quality has improved, too. With the likes of Kick Off II, Midnight Resistance and Unreal, games players have never had it so good, and if there was ever an incentive to stay out of the sun, these are it. What's more, it's going to get better. Next month is our first birthday and already our cupboards are groaning with games aching to be reviewed. So tune in next month and celebrate with us. There won't be any jelly and ice cream (unless you supply your own), but there will loads of new reviews and dozens of compos.

THE PLAGUE

Innerprise Software, the people behind Battle Squadron, return with another shoot'em-up.

42



GHOSTS 'N' GOBLINS

Ghosts'n'Goblins. After what seems an eternity, Elite finally release their conversion of Capcom's age-old coin-op

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SHADOW WARRIORS

Ocean beat'em-up in their conversion of the popular coin-op. Battle your way through six levels of action, using whatever comes to hand to fend off the enemy ninjas.

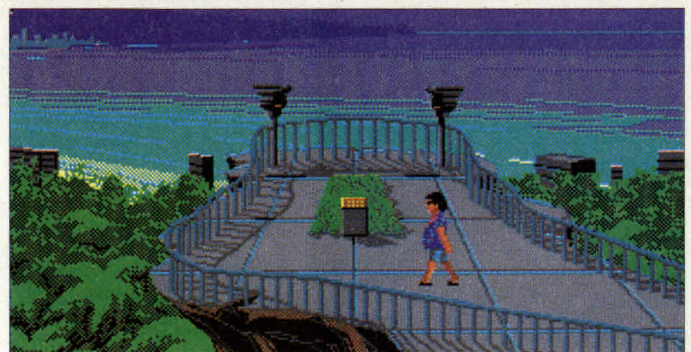
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LEISURE SUIT LARRY 3

Leisure Suit Larry III. Sierra's perennial nerd, Larry Laffer returns in his third adventure divorced, celibate and still looking for Miss Right. Could his bride-to-be be Passionate Patty, a little cutey who bears a slight similarity to our nerdish hero? Read on...

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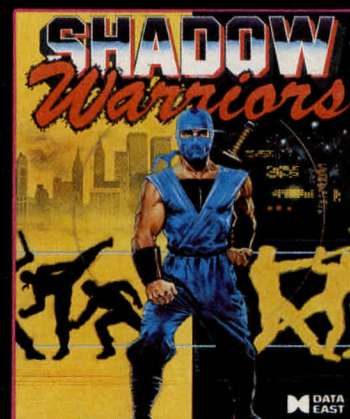
SIGNS



SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

FEATURING interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars...now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets

SHADOW WARRIOR...the hero of the nineties.

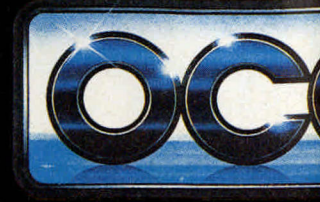
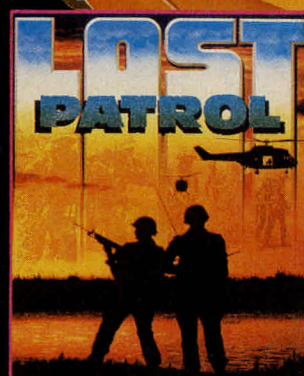
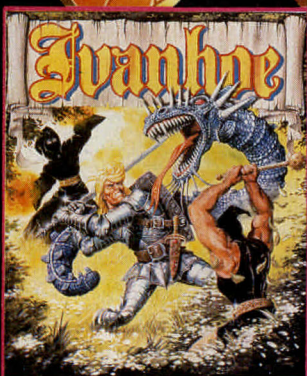


IVANHOE

Enter a mediaeval era in a mystical world where Ivanhoe, our chivalrous hero, pursues a perilous quest... a quest from which most mortals would flee! Strap on your armour, take up your sword and brace yourself to face the magical powers of the most evil of wizards, the plunderous pirates, the most awesome of dragons and a host of hideous 'beings' in this land of legends. Superb animation, of cartoon quality and beautifully executed graphics create a visual impact unrivalled in the media of interactive entertainment.

THE LOST PATROL

WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME. Our chopper tailed-out after taking a hit.... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia...Jeez, will this stupid war never end!



THE TIMES



The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

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X-C

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SNIPPETS

COKTEL COMPILED

Coktel Vision, purveyors of such titles as 20,000 Leagues Under The Sea and Emmanuelle, are releasing a compilation featuring their first four games. Adventures, for that is its name, consists of African Raiders, a dire race game set in a never-ending desert; 20,000 Leagues, an interesting romp based on the famous story; Emmanuelle, a pervy romp in which you try to bed the titular (snigger) character; and Freedom, a playable arcade/adventure in which you must fight against black slavery and violence. Priced at 24.99, it's available now.



Ooh la la! Emmanuelle has returned with a four in a box scandal!

ACTIVISION GRAB PREDATOR VS ALIENS

If ever there was a candidate for a hot game, it is the one that Activision have just snapped up. Predator Vs Aliens combines the deadly creatures from both Arnie's film and the ones starring Sigourney Weaver and pits them against each other. American comic book company, Dark Horse, have already release an all-action series of stories with the chameleon-like Predators entering battle against the acid-for-blood aliens, and these have been excellent. So far the Aliens have starred in two other 8-bit games by Activision, and the Predator in one, but of the new title there are no firm details as of yet, as the licence has only just been snapped up, but the proposed film and the game will be out in 1991 sometime. Oh yes, Activision are also releasing a snooker game endorsed by Stephen Hendry, but that seems a bit tame compared to the big licence, doesn't it!

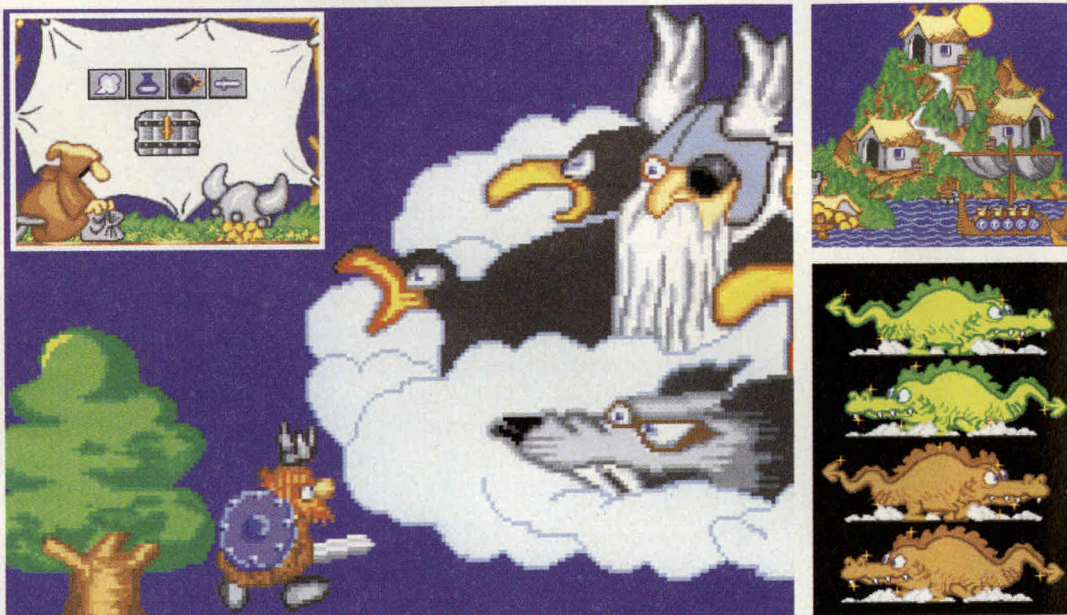
MEANING BUSINESS

In the past, Germany and other European countries have given use such delights as Franz Beckenbauer, Carlsberg, and silly Milka adverts - not to mention some top-class software. However, with the exception of a few titles - Hybris and Battle Squadron, for instance - we haven't seen a great deal of it over here. That's about to change, though, as distribution company, The Software Business, start to release a few of the better titles. Here's a sneak preview of what to expect...

HAGAR THE HORRIBLE - KINGSOFT

Readers of the Sun and wearers of the T-shirt (available in Woolies for around a fiver) will already be familiar with this viking legend. With his loyal family and friends, Hagar The Horrible has been entertaining us with his pillaging antics for over six years. Now, after what seems an

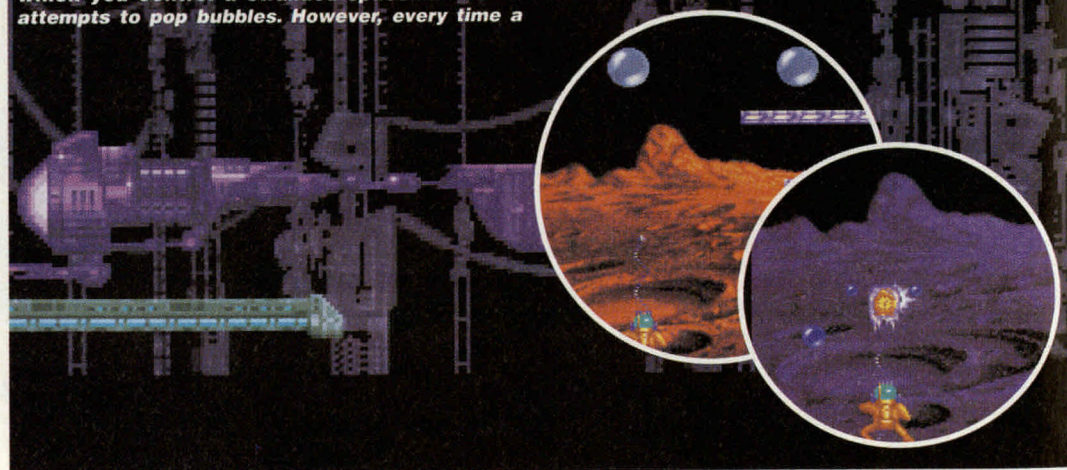
eternity, he is about to make his 16-bit debut. You control the lovable viking in this Super Wonderboy-style platform romp as he attempts to pander to his wife's every whim. Being the unreasonable old so-and-so she is, Helga demands that Hagar brings her presents from his travels across the seas, and failure will bring our hero a fate worse than death - a life time of incessant nagging. Thus, with the help of Honie, Snert, Kvack, and Lucky Eddie, along with most of the popular characters, Hagar must traverse the globe and bring Helga back perfumes and exotic trinkets. Expect a review, hopefully, next month.



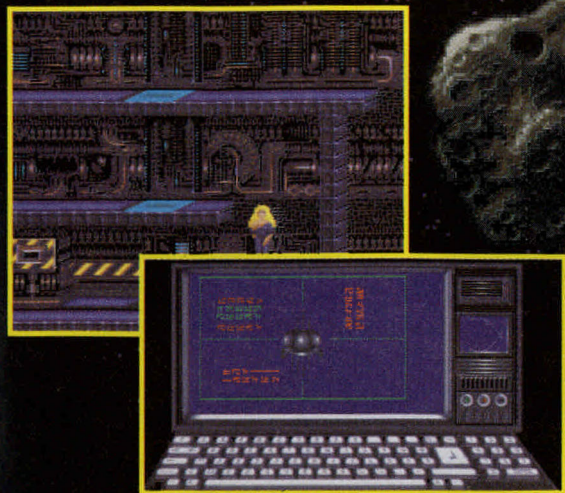
OOPS-UP! - DEMONWARE

Just as Xenon II boasted a thumping Hip-House soundtrack in the form of Bomb The Bass's Megablast, Demonware's newbie has announced something of a coup, too. Rap/Hip-House Snap's brilliant The Power is being followed up by Oops-Up, a new track of their album which uses the Gap Bands age-old 'oops side your head' in the chorus, and Demonware have been given the rights to use the record in Oops-Up. A simple game which is slightly reminiscent of E-Motion, Oops-Up is a shoot'em-up set over fifty levels in which you control a stranded spaceman as he attempts to pop bubbles. However, every time a

bubble is shot, it splits into two smaller ones until they eventually disappear. Each screen houses an increasing number of bubbles and contact with them must be avoided or you lose one of your lives. Along the way, extra weapons can be collected to make your task easier, but there are also a few red herrings thrown in to throw you. From what we have seen, Oops-Up contains as much playability as the likes of Pipemania and the aforementioned E-Motion, but you can see for yourselves when it is reviewed next month.



FINAL COUNTDOWN - DEMONWARE



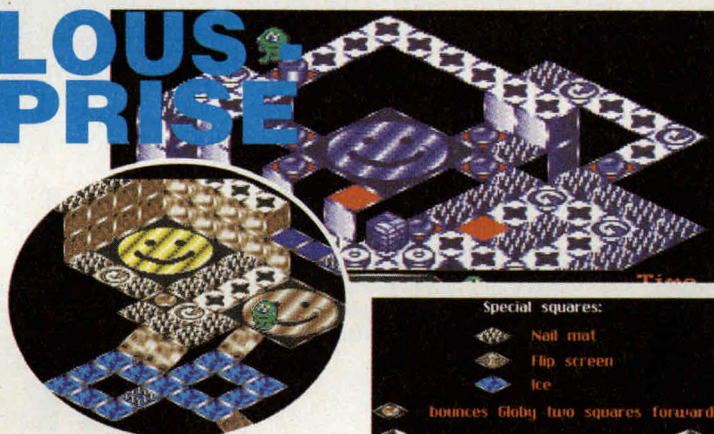
A cross between *Impossible Mission* and *Hacker*, *Final Countdown* stars a stocking-clad babe who must search a robot-guided asteroid which is heading for a collision with Earth. So far, nobody has worked out who is controlling the rogue meteor, so you, looking lovely in your skimpy undies, must scour the decks,

avoiding the patrolling droids, and hacking into the ship's computers. To help you with this, you are armed with a jet-pack and a limited supply of fuel, and you must make your way through the massive ship and gradually gaining clues as to who is piloting the rock. The main bulk of the game involves running around the ship, but the

Hacker-style scenes involves using a simple DOS system to hack into the computer network and find out any relevant info on the purpose of the ship and its occupants. All that remains to be done is to translate the game from German to English, but we should have a full review next month (hmmm, almost *deja-vu* there!).

GLOBULOUS INNERPRISE

The programming team behind the playable *Battle Squadron*, *Innerprise's* next release is an isometric puzzler that looks similar to *Imageworks' Bombuzal*. Spanning fifty levels, you must guide the game's cute hero, Globy, across a perilous land of spikes, ice, and other deadly obstacles, whilst attempting to reach a smiley platform on the other side. As you get further into the game, Globy encounters springboards, slides and, eventually, alien beings, and contact with these kills our rotund hero instantly.



Very little else is known about the game at present, it'll be reviewed within the next few months.



ZIRIAX: WHIZ KIDZ

A new programming team from Belgium, *Whiz Kidz* is also the label this game will be released on. A shoot'em-up in the mould of such 64 blasters as *Armalyte* (which still hasn't appeared on the Amiga) and *IO*, *Ziriaux* is a four-stage horizontal-scroller with the usual cast of hundreds of aliens and end-of-level guardians. In addition, there are a number of extra weapons and bonuses to be had - not to mention certain death at the hands of the flak-spewing aliens. We have seen a two level demo of the game, and it plays quite well. However, whether it can rise above such space flotsam as *Slayer*, *Gemini Wing* and *Sonic Boom* remains to be seen.

SNIPPETS

DIDDLY-DUM, DA DIDDLY-DUM, WEEE-OOOH!

That, in case you hadn't guessed, is a rendition of the Doctor Who theme tune, and the good Doctor has proved to be inspiration for *Time Machine*, the new game from Activision, and Mev Dinc and Vivid Images' follow-up to *Hammerfist*. Billed as a 4D arcade/adventure, the fourth dimension is the addition of time. Assuming the frock-coated role of Professor Potts, you have accidentally been warped back through time to the prehistoric era and must travel through time in an attempt to mould history to get you back safely. By performing certain actions, you can irreversibly change the course of history, but do the wrong thing and it may have dire bearings for the future.

Sounding like a cross between *Doctor Who* and *Back To The Future*, *Time Machine* will be out in two month's time, priced at Activision's usual 19.95. Expect a review soon.



Stuck in the dangerous prehistoric era, Prof Potts impresses the native creatures with some fancy finger work.

GOING LOOPY!

Following on from the long-awaited Amiga version of Emlyn Hughes, Audiogenic have just announced *Loopz*, a cutesy and simple puzzler with the emphasis on playability rather than looks. The gameplay involves creating loops using bits of pipe that are supplied one piece at a time - a la *Pipemania* - and you must create a predetermined number of loops before access to the next level is granted. Finally, expect the Emlyn trivia game very soon, along with a number of new titles - including their first coin-op conversion - *Exterminator*.

PSYGNOSIS UNVEIL A

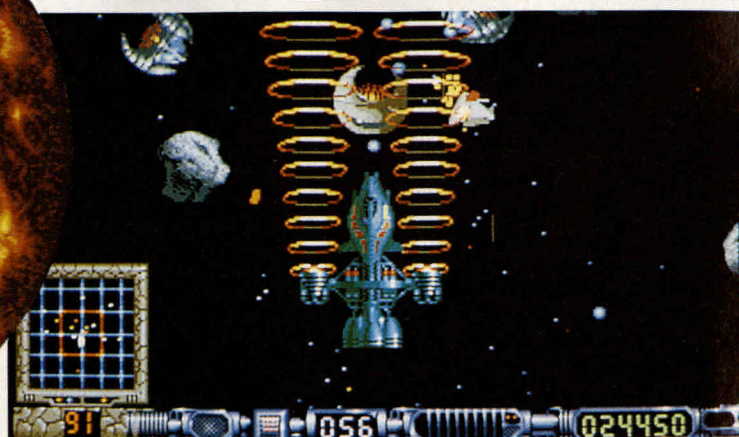
After a bit of a lull, Liverpool-based Pysgnosis are about to blast back on to our Amiga screens with *Awesome*, a multi-level shoot'em-up which is reckoned to be 'one of the best yet'. Programmed by the team behind *Shadow Of The Beast*. Set within a galaxy comprised of eight planets, you must 'planet hop' from one place to the other, earning extra dosh by wiping out the many aliens who you'll meet in between. With this money, you can then buy extra fuel and weaponry for your ship; but should you run out, you'll die,

IT'S A MEGABLAST (AGAIN!)

ending the game somewhat prematurely. So far, the game is looking extremely pretty, which is hardly surprising when you consider

how good *Beast's* graphics are.

It's still a little while from completion, but expect a review as soon as it's finished.



RETURN OF THE BEAST

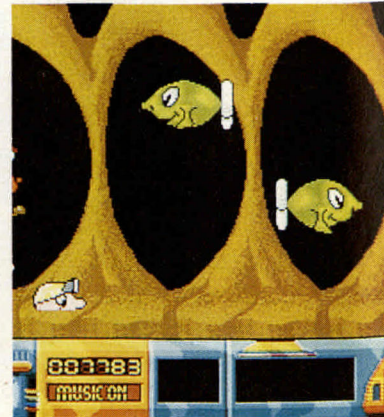


While we're on the subject of the *Shadow Of The Beast* team, here's a quick peek at the long-awaited sequel, the imaginatively titled, *Beast II*. Donning your furry persona again, once more you have been bewitched and must break the spell by travelling the length and breadth of the evil-inhabited world, whilst fighting off the uninvited attentions of the sorcerer's deadly followers. Apparently, the game is going to be a little more involved than that of the original game, with more intelligent nasties and a wider range of tasks but, once again, only time will tell.



DEMO-LITION WITH PUGSY

A lot of games draw their inspiration from TV, books or films, but *Pugsy* first shot to fame in - of all things - a demo! Having seen how obviously cute he is, Pysgnosis snapped him up and now he is all set to appear in his own game. *Pugsy's* game sees him taking part in a number of graphically cute tasks, all of which prove hazardous to his health. Unfortunately, very little else is known at present, but *Pugsy* will be landing on an Amiga near you probably just before Christmas.



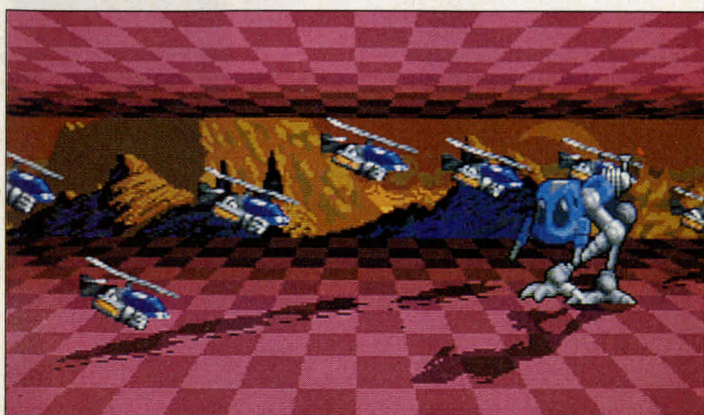
MAGNIFICENT SEVEN



In the not-too-distant future, a TV game show won't involve answering questions to win a Metro or a fondue set, according to Psygnosis' Killing Game Show, the prize will be your life! In a Running Man-style scenario, you have to fight for your life against a large number of robotic and alien

THE GAME SHOW TO END ALL GAME SHOWS

creatures are out to stop you, but you can prepare yourself by collecting parts of a powerful machine to make fighting back easier. Again, the game is at quite an early stage, but when it appears we are pretty confident that the Killing Game Show will blast old 'pros' like Tarby, Brucey and Tom O'Conner-y straight out of the way.

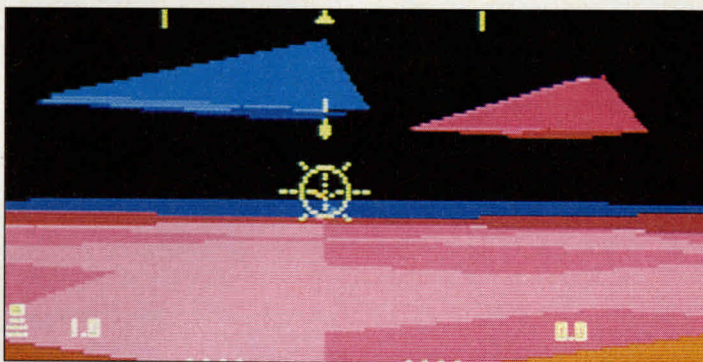


TAKE A WALKER ON THE WILD SIDE

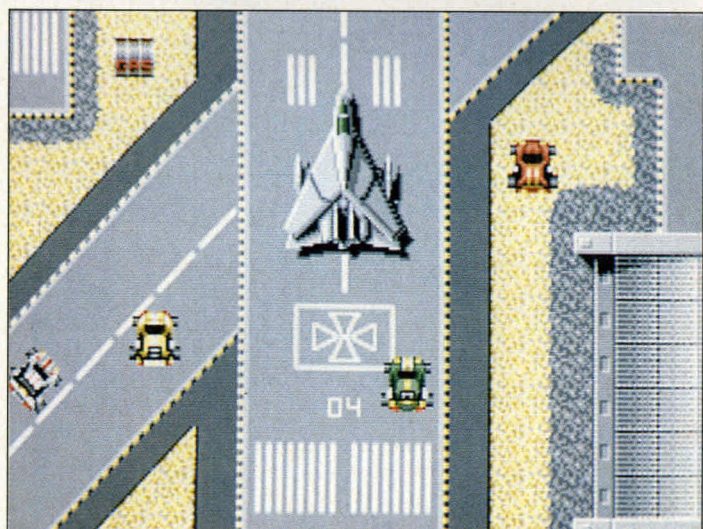
Looking like a cross between Silworm, Space Harrier, and U.S. Gold's forthcoming Vaxxine, is Walker. Using a unique isometric play area, the game so far has a AT-ST-style walker robot wandering to and fro, picking off the enemy sprites as they appear. A wide use of the Amiga's palette has been used, with each ship throwing off a shadow against the colourful chequered backdrop. However, at present, that is all we can tell you as there isn't a lot of game to be seen. More news as we get it.

ENTER THE MATRIX

A super-fast shoot'em-up played within a confined space, Matrix Marauder houses the player in the latest shuttlecraft, from which he must scout around destroying practically anything that gets in his or her way. As the triangular enemy ships make their way towards you, firing as they go, you must avoid their streams of flak and blow them to bits using your onboard missiles and guns. So far, Matrix has been in development for six months, and the 3D effect looks faster than that of the impressive Infestation. However, the gameplay remains to be seen, but we may have a review, hopefully, next month.



NITRO DELUXE



At the time when Shadow Of The Beast was released, we at Amiga Action trekked up to Liverpool to take a look at some of their other titles. One game in particular was being played by the programmers more than the others, and it was a nameless Super Sprint/Hot Rod-style game which could be

played by up to four players. Well, after ten months, that game now has a name and is set to be released. Nitro, as it is now called, places you in the seat of a high-powered jeep/buggy, and you must make your way to the finishing line before your fuel runs out. However, roadside obstacles and features,

such as gaping holes and oil slicks, will get in your way and deplete your chances of finishing the course. When we saw the game, the actual gameplay was practically complete, but Psygnosis have improved the graphics and sound and added a few more bells and whistles.

SNIPPETS

ENTER THE FOURTH DIMENSION

Already a hit on the 64, Hewson are releasing their Fourth Dimension compilation on the Amiga. Unusual in so much that all three games have never been released before, the Fourth Dimension consists of *Insects In Space*, a conversion of Sensible Software's silly but playable Defender clone; *Firelord*, a conversion of an ageing but playable 8-bit arcade/adventure which involves stealing objects whilst exploring a Sabre Wulf-style play area; and *Mazemania*, a (no surprises here) maze game, with a rotund chap as its star. The compilation will cost 24.99, and expect a review next month.



Sensi Soft's bizarre *Insects In Space* in all its Amiga glory.

ALL SYSTEMS GO!

With *Myth* and *Tusker* still 'on their way', System 3 are already lining up their next two titles. The first is the expected *Last Ninja III*, in which the black-clad martial arts expert comes up against his old enemy again. Not a lot is known at present, as the game is only at storyboard stage, but more news as we get it. Also, fans of the brilliant *IK+* will be pleased to know that Archer Maclean, the game's programmer, is at this moment beaver away at a sequel called *IK Deluxe*. Featuring even better animation than that of the first game, *IK Deluxe* is also at an early stage, so stay tuned for more info soon.

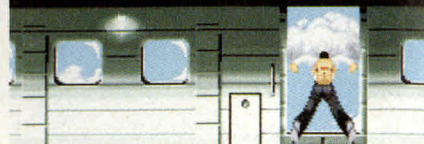


Don those jim-jams folks, yes the man behind the Amiga's greatest beat'em-up, Archer Maclean, is making a comeback with *IK Deluxe*!

MY GUY, SLY SPY



GOOD MORNING. AGENT 0-0-0
COUNCIL FOR WORLD DOMINATION
TERRORISTS HAVE INFILTRATED
THE CITY ...
GET THEM BEFORE THEY KILL
INNOCENT PEOPLE.



Our suave hero stands unworried in his plane before plummeting out for a fight to the death (hopefully the enemy's). As the screen scrolls vertically, the enemy spies appear from above and must be shot before they can shoot you.

Coming soon from Ocean is *Sly Spy* an all-action James Bond-style romp split into five sections. Written by Software Creations, the game so far exists as a two-level demo, which start with our suave hero parachuting behind enemy lines, and then making his way towards the chief enemy agent at the end of the game. The game opens with our intrepid hero jumping out of a plane into a vertically-scrolling level in which he must shoot the enemy agents who descend towards him. Armed with a pistol, as these agents appear, you must pick them off until you eventually reach the relative safety of terra firma. Next, the

game takes on a *Rolling Thunder* style of gameplay, with the action switching to a horizontally-scrolling stage, with the Spy ducking and diving to avoid contact with the enemy and their weapons whilst simultaneously picking them off. That's all we have seen at the moment, but expect a review within the next two issues.

Finally, Ocean's mammoth release schedule also sees no less than three *Nightbreed* games on their way (one's an RPG, the other is an arcade/adventure, and the final one is a Cinemaware-style game which we are really looking forward to seeing), based around Clive Barker's much-

touted monster movie. *Chase HQ II: Special Criminal Investigation*, is being written by ICE, the team who converted *Turbo Outrun* for U.S. Gold. Level 9 are in the midst of writing a *Billy The Kid* adventure. *Robocop II* is being written in-house, by Andy Deakin. And, one last thing, Ocean will be distributing all of Starbyte's titles, starting with the *Tennis* game we've reviewed this month, and others, such as *Vince*, *Crown* and *Invest*. And, last but not least, you can expect reviews of *Battle Command*, Special FX's conversion of *Midnight Resistance* and Teque's *Shadow Warriors* in the next issue. We'll be keeping our fingers crossed!



MASTERS OF THE ARCADE CHALLENGE!



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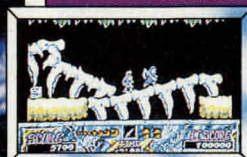


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Screen shots from various formats

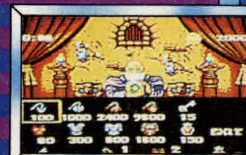


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SNIPPETS

BORF'S BACK

He's big. He's blue. He's not very happy. Yes, Space Ace's greatest adversary (OK, so he was his only adversary), Borf, is making a come back. As we write this, the evil blue giant is waiting to have a second crack with his Infanto-Ray in Space Ace II: Borf's Revenge. Very little is known at present, except that it should have more interaction, but work has begun and the game should appear sometime in 1991. Expect a review then.



'You cannot win! Well, we did last time, so Borf is having another go. Let's just hope that this time around he's slightly harder to beat! See for yourselves when Space Ace II: Borf's Revenge is released sometime next year.

GREMLIN GETS LOTUS

Hot On The Heels Of Impossamole and Skidz, Gremlin have snapped up the licence to one of the classiest cars around - the Lotus. Based on the Esprit, the game is in the capable hands of Shaun Southern and the Magnetic Field team who brought us Supercars not so long ago. The game is a split-screen racer - a la the brilliant Pitstop II - and you can race your super-fast - not to mention super-expensive - car against a friend or a computer. At the time of writing, the game features a Porsche instead of the Lotus, but nearly everything else is there - including some very smooth screen update. No release date as of yet, but it'll be out in the summer priced at 19.99.

A COR(E)PORATION

Having gone it alone, Core Design's first two releases are almost ready for release. The first is Corporation, a massive arcade/adventure in which you have been sent to clear a large office block of robot and mutant killing machines. Once owned by the highly-successful European Cybernetics Company, the building was used to create near-human, intelligent robots, that could do jobs that humans deemed to tedious. However, as the demand grew greater, so did the military's interest until, eventually, the company designed and built the most effective killing machine ever - unfortunately, it proved too good, as it subsequently eradicated everyone on the building and began genetic experiments of its own. Now, with the entire building as its fortress, it has constructed a massive army of droids and hybrid creatures, all of which will



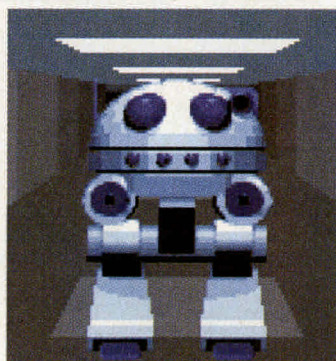
As you approach the rogue mutants and droids, you can hear their advances using the game's unique stereo sound. For instance, if the creature approaches from the left, you'll hear a noise from the left-hand speaker, adding to the game's realism.

prove deadly should they escape from the building. Thus, someone had to go in and try to restore calm and, naturally enough, that person is you.

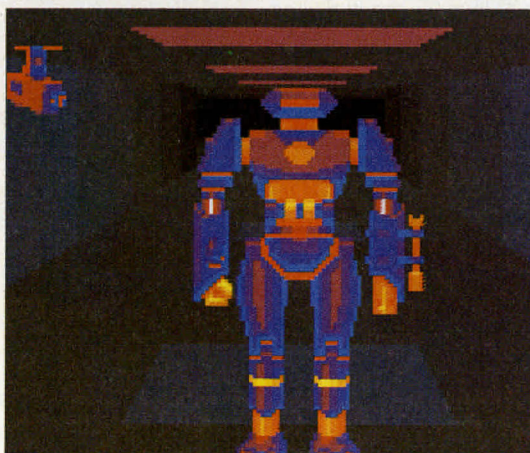
As a member of Z.O.D.I.A.C, a skilled spy school, you have been kitted up to go in and neutralise the place. You begin the game armed with a protective suit and a selection of first-aid appliances and weapons, as well as a number of other objects that may be needed to destroy the robot guards. The game's play area is viewed as in Dungeon Master, but Core have made the system more realistic by allowing to creep about using walls to cover you and even side-step to avoid bullets. As you explore the building, the higher you get, the more dangerous the mission becomes. For instance, each floor is overseen by a wide network of

revolving security cameras which, if they catch sight of you, relay the information down to the central droid who, in turn, despatches a guard to see to you. However, it is possible to take these cameras out by either shooting them one by one or turning them off at their main source. This adds a certain element of strategy to the game as you try to decide which is the more effective method, and the game is full of options, allowing you to play the as if you were actually in the building. For instance, such is the attention to detail that, if you take a hit in the leg, your character actually limps! Likewise, the gloomy area is illuminated by lamps, and can be taken out and your suit camera switched to infra-red or heat detection to make the enemy's task harder.

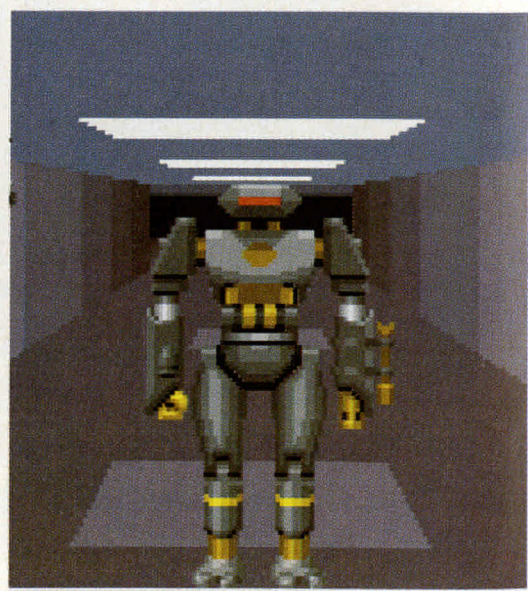
Corporation is being



Armed with a number of useful utilities, you can stop the ED-209-style droid's advances by placing a chip-studded plate in front of him. Then, when he rolls on to it - BOOM!



Your suit allows you one of several views, and tricky rooms can have their dangers highlighted with your heat-sensing devices. However, this doesn't prove especially effective on the likes of robots, so you may have to change to infra-red.



OF ONE



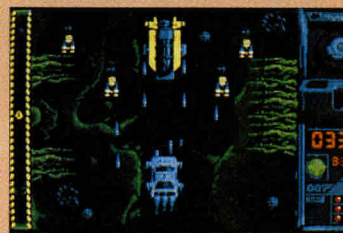
SNIPPETS

THE NAME IS BOND

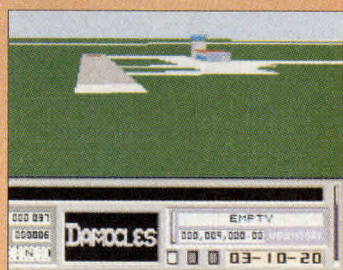
After the success of Licence To Kill, Domark's next James Bond licence is The Spy Who Loved Me. A vertical scroller, the game involves blasting your way through a succession of baddies. Expect a review soon.



'We've been expecting you Mr. Bond...'



WOAKES RETURN



First there was the wait for Mercenary, then for Damoclese. Now prepare those sleeping bags for the advent of... Paul Woakes' newie!

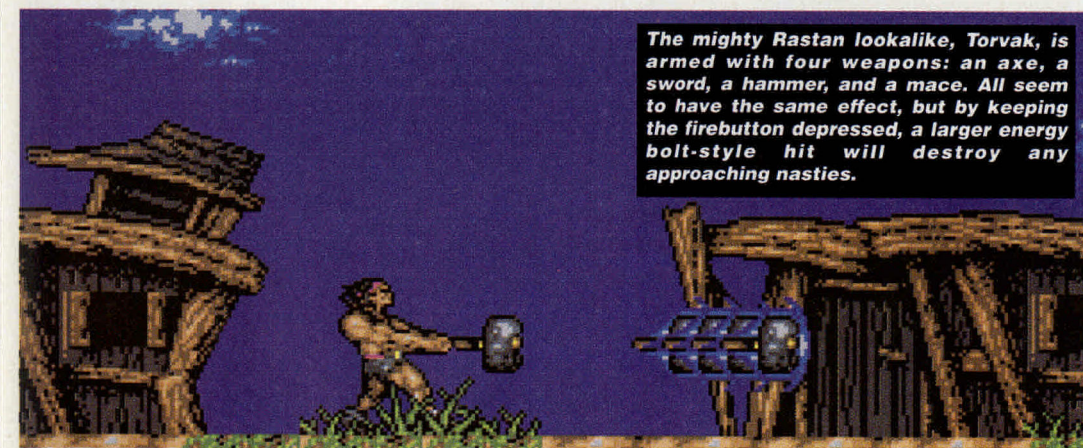
With Damoclese ranking alongside the likes of Street Hawk, Knight Rider, and Sandy White's 3D masterpiece in the 'coming soon' stakes, Novagen's ace programmer, Paul Woakes' next game will be another fast-moving shoot'em-up along the lines of Backlash. Whether it is Backlash II we don't know, and, no, we don't know when it's coming out either! Actually, we wonder if Novagen do!

programmed by Kevin Bulmer's team, Dementia, and is the result of six months long, hard work. Core are extremely pleased with everything about the game and Kevin himself has used a unique graphics storage system that allows him to create a very detailed 3D environment with using up so much memory. At present the game is looking very nice indeed, and the sheer number of options and the attention to detail raise the game above the likes of Dungeon

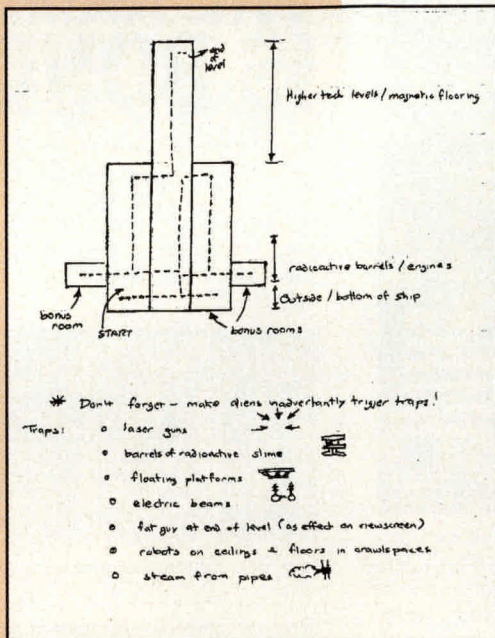
Master, Whether its gameplay will compare to the FTL classic, though, will be seen, hopefully, next month.

After Corporation, the next game from Core is Torvak The Warrior, a Rastan Saga-style hack'n'slay romp in which you control the musclebound warrior as he chops and axes his way through five massive levels. Armed with a selection of axes, swords and the like, Torvak is out to destroy an evil warlock and free his land from the unearthly

creatures that have poisoned the land. His adventures will take him above and below ground, as he climbs ropes, drops down wells and leaps yawning chasms, and each section is full of energy-sapping mutants who have orders to kill him. So far it has to be said that Torvak looks rather good. The scrolling is silky smooth, as is the animation, and the task ahead looks to be a challenging one. It'll be out in September, so you can all expect a full Amiga Action in-depth review soon.



BACK TO SAVE THE



Bob Churchill's map details the kind of traps you can expect in the game's first stage. Notice also, the sneaky inclusion of a bonus room to the left of the rocket's base.

He laughs in the face of danger. He mocks death. He even says boo to a goose. Yes, after a year's absence, the world's greatest hero, Rick 'D is for' Dangerous, is back - and this time he's heading for the moon. Having supposedly vanquished the evil 'Fatman' at the end of the devilishly hard first game, Rick returned home to

'Blighty for a bit of a holiday. However, baddies being what they are, the evil 'Fatman' had escaped his crumbling base and headed for the moon where, with his many cronies, he has created a massive moonbase set over five stages. Once again, Core design are breathing life into the brave adventurer, and the game is promised to be even better than the first one. Leaving behind the flick-screens of the first Rick D., Core have opted for a four-way scrolling play area, with both new and old traps primed and ready to trap our hero. Rick starts the game outside a large rocket, before eventually making his way through ice worlds and mud mines, before meeting up with the Fatman at his luxurious palace.

Inspiration from all the levels came from the old Flash Gordon



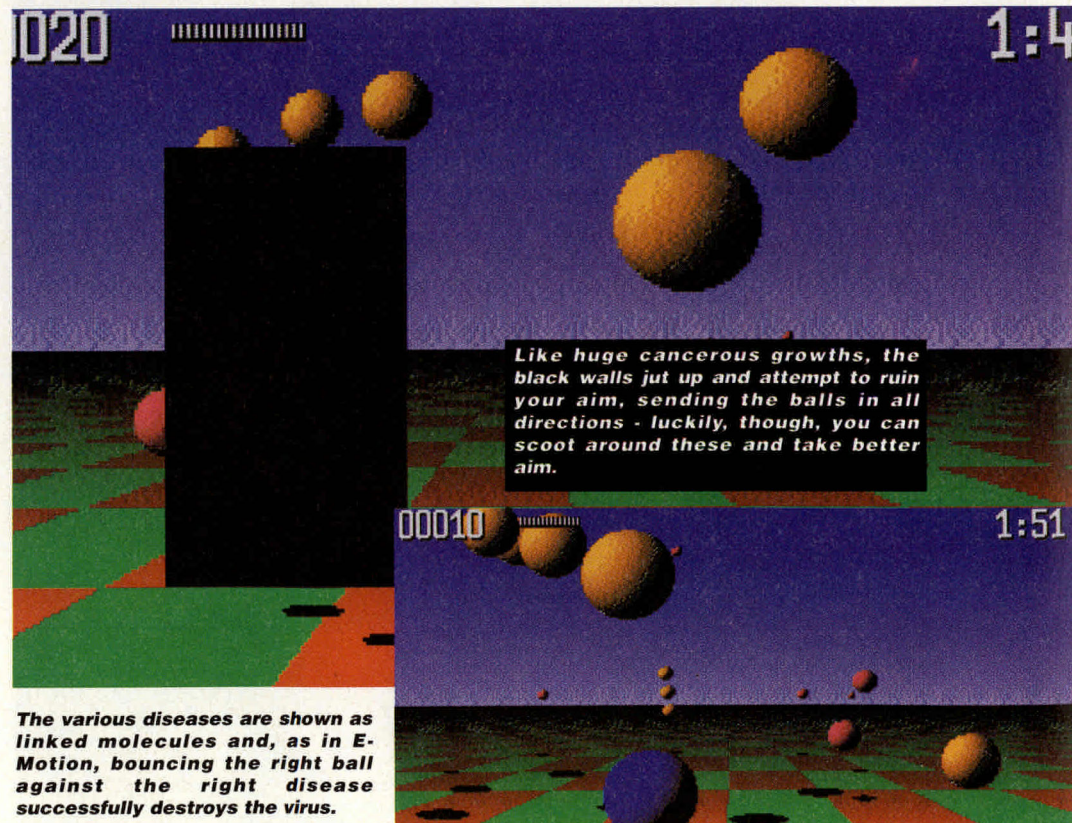
LINE UP FOR VAXXINATION

As if they weren't releasing enough titles within the next couple of months, nearing completion is the Assembly Line's follow up to the brilliant E-Motion. Vaxxine uses the same ray-traced graphics that made E-Motion so original, but places them on a Space Harrier-style chequered backdrop. The

basic aim of the game is to scour this play area for enemy bacteria and shoot certain styles of cure at them to kill them off. However, as with E-Motion, if you bash the wrong vaccine into the wrong disease, any number of strange effects could happen.

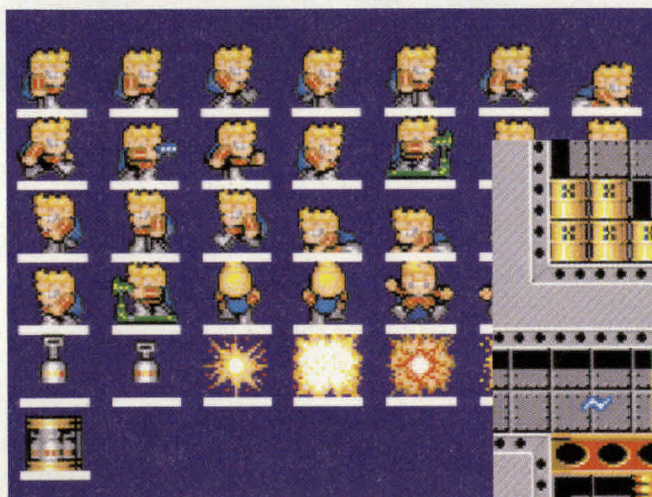
There isn't a lot of game to see at the moment, but the 3D

effect and the movement of the balls is very smooth and extremely effective, making E-Motion's graphics look almost primitive. A lot more has yet to be added, but the game should be out for an August/September release, priced at U.S. G's normal price of £19.99.



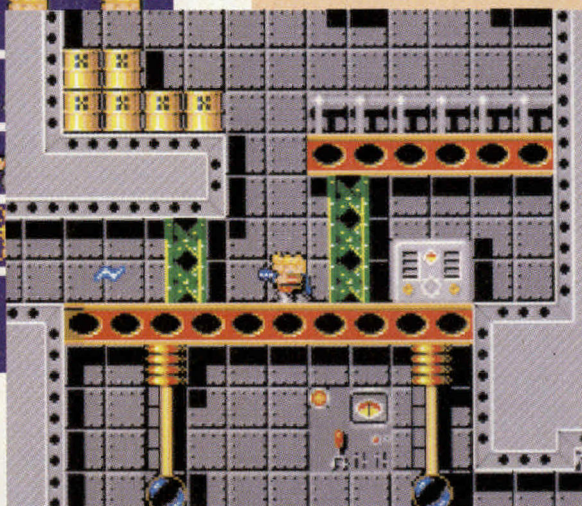
WORLD... (AGAIN!!!)

series of the 30s, and these have been recreated in the graphics just as the original game had a 30s 'feel'. As mentioned, each of the five stages is filled with danger and these take the form of controllable moving platforms that can be used by a quick-thinking hero to kill any marauding aliens, and the blow darts and spikes of the first game have been replaced by laser and metallic studs - but are just as deadly. Also, to make the game slightly easier to get into, Core have tamed the difficulty level a little so that players can get further into it although Core's Jeremy Smith adds that the final stage is 'a real bitch'. It was well known that the game was proving troublesome for most gamers. It'll be out within a month or two, priced at Microprose's usual 24.99.



Core's graphics were based on the 1930s Flash Gordon stories, so you can expect to find yourself in chilly ice worlds and mud mines fighting nasties that Flash himself dealt with.

Believe it or not, there are even more nasties for Rick to deal with now and, whilst they may look cute, they are all on the Fatman's payroll to kill our hero.



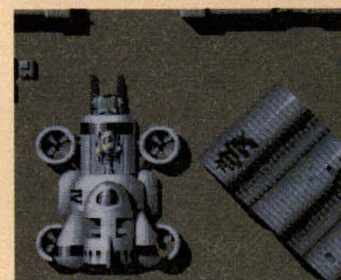
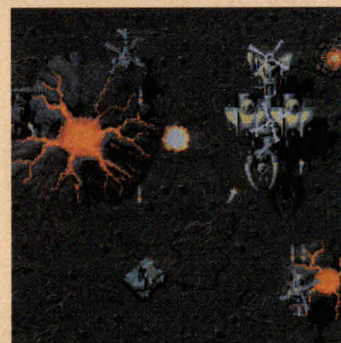
ARISE, SAINT DRAGON

After going it alone and announcing their first three licences, Storm's conversion of Jaleco's Saint Dragon coin-op is shaping up quite nicely. As you probably already know, the coin-op is a Nemesis/Salamander-style blast with all manner of nasty aliens and the like out to get you. The game is being produced by the Sales Curve team, who converted Ninja Warriors and Continental Circus, but work is at quite an early stage with quite a bit to be added. Likewise, the teams' other hotly-awaited shoot'em-up SWIV, is progressing nicely, and we have seen a demo of the game running and a few pics of the graphics. It's a little too early to mention release dates, but expect these two sometime in Autumn.

(Below) As you can see, the Storm version of the unusually-named Saint Dragon is looking remarkably similar to the coin-op version.



(Below) Using the same narrow screen as Ninja Warriors, Saint Dragon features a multitude of enemy ships for your Dragon-shaped cruiser to blast. They come in all shapes and size, patrolling both the planet surfaces and from behind you - making your task all the more difficult.



SWIV's graphics are at an early stage at the moment, and there isn't a great deal to see. The game exists as a short demo, but expect a vertically-scrolling version of Silkworm with loads more enemy planes and tank - along with more weapons and a longer task.

Boggits Domain

Well, how are things out there in your neck of the woods? Here in the Great Wood the sun-dappled glades are a riot of flowers and butterflies at the moment. Even my Petunia Patch at the bottom of the garden is looking good, despite the attentions of that damn Unicorn with the chronic bowel disorder. It's been very tempting to ignore the delights of the Crystal Ball and sit outside under the boughs of the Blackthorn Tree, drink wine which has been chilled in the stream and chat with Archimedes my owl. Yesterday we had a great discussion about what reviewers should do about 'Iffy Games'. Archimedes thinks that if you can't say something nice about a game then it's better not to say nothing at all. He of course is only repeating what the rest of the computer business is beginning to say, but I'm still not sure. It's an easy way out because that way we won't upset the software houses who supply the software and pay for the glossy adverts, but of course it doesn't help the poor humans who will spend all their gold pieces on a 'turkey'. Luckily the big companies appear to be finally getting the message that it doesn't pay to produce rotten games and then hype them to make loadsa money, so the real stinkers are fewer on the ground. Perhaps what you'll have to look out for in the future from magazine reviewers is the mysterious silences rather than the stinging attacks.

While I have always liked the idea of computerised Role Playing Games I must confess that it is difficult to find one that actually brings out the real magic and uses the computer as more than a glorified electronic dice rolling machine. Things are definitely changing in this field and there are tons of complex RPG packages lining up for release which contain exciting sound and graphics as well as strategy. It's the actual fighting sequences which I have always found boring. If I am to stay

up all night kicking the scales off a dragon then I want to hear the beast bellowing and see the fangs flash. I don't want a table of numbers and a line of text saying :- 'A ORC Hits You 6 HP!'

The early ULTIMA games adopted a birds-eye view of the action with little men being moved around like chess pieces while throwing dots of spells and weapons at each other and while the latest creations feature vastly increased detail, the format remains the same. Take a look in any Japanese Computer Game magazine and you'll see that this style of game is still immensely popular. America and Germany also offer a huge market for these top-down strategy epics, but the British appear to have

little time for them. While we may not like playing these games we are not so reluctant to write them. During a recent chat with a game tester at Mirrorsoft it emerged that they receive boxloads of such games from hopeful programmers every week.

How to make the fights exciting is the puzzle which all the new games are trying to solve. I have been wrestling with KNIGHTS OF THE CRYSTALLION for the last few days and this is a game which could teach RPG writers a few things about atmosphere. I haven't spent long enough on it as yet to

say how deep the game-play goes, or whether it really should be classified more as an arcade game, but the music and the graphics are weird and impressive.

DUNGEON MASTER and to a lesser extent BLOODWYCH, gave us 3D action which lifted them high into the believability stakes. Now ELVIRA from Tynesoft and HEROS QUEST from Sierra shows your opponent standing before you, close enough to see the white of the eye and the splash of the gore while you thrust and slash. The new Dragonlance Games from Strategic Simulations are moving away from the old style board game and with their latest mega-game, CHAMPIONS OF KRYNN from US GOLD, they have created a mixture of styles which uses the small BARDS TALE style movement windows, beautiful full screen stills and large 3D Isometric views for the battle sequences. The game requires one Megabyte to run, but if you have the hardware I suggest you take a look at the software because it looks impressive. It still has a strong bias towards loads of data tables, but the challenge of mastering the spells and coping with the facts is quite exciting.

Mirrorsoft's BATTLEMASTER game should be with us soon and this uses complete graphic action

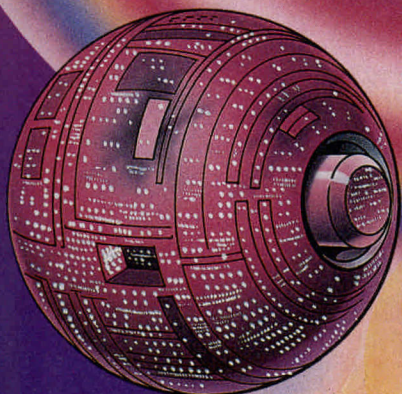


Praying in the chapel for inspiration is one method of see for Castle Master, but a letter to the ever-wise Boggit is certain to solve the problem.

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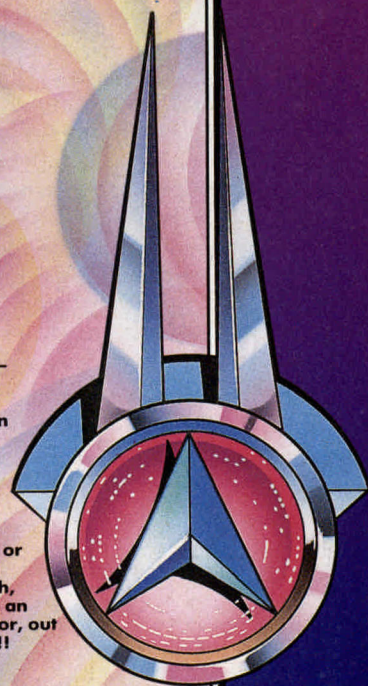
THE POWER OF TIME & SPACE



PHOTON STORM

A classic space shoot-em-up from the master of addictive arcade classics – action, colour, excitement and mind boggling destruction make Photon Storm the definitive example of manic alien encounter. Patrolling outer space a desperate command suddenly orders you on a mission to seek an alien Battlestar, menacingly forming in a remote universe. Quickly you turn to your scanner and head-up display, desperate to locate the Stargates that will allow you to enter the time warp zones and speed across the galaxies. Instantaneously your attention is drawn to your lazer systems – their awesome power is immediately required – the Battlestar has released fleets of space fighters to halt your progress and return with the plutonium vital to its progress. If your skill lets you down or your nerve fails you in your encounter with the collisions, minetraps and fireballs released by the alien fighters, the Battlestar will grow in strength, activate and unleash hordes of reeking Ferrets that will not only bring to an end your mission, but the future of mankind as well. On with the navigator, out with the blasters and give those homicidal, psychopathic aliens pure hell!!!

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Screen shots from various systems.

REACH OUT FOR THE POWER OF ARC
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ARC, P.O. Box 555, Slough SL2 5BZ.

which makes getting into the game easier for the casual user, but will obviously make it more suitable for you nimble fingered squires than us aging wizards. This game has all the usual features of RPG with different races of Orcs, Elves, Dwarves etc for you to recruit and command. Once battle is joined your party run around the screen fighting independantly. As you can command a group of up to 16 men at once this gets very funny when you see them rush around thumping the enemy.

Which of these techniques is going to catch the Amiga player's imagination is any Boggit's guess, but there is no doubt that things are getting better and you can be sure that if you splash out hard cash on games such as these you'll be buying more than a large cardboard box with an even larger hype inside.

Well let's get indoors out of the sun and take a look at the contents of this month's saddlebags.

Locked Out Blue's For Bloodwych Fans

As you are known for sticking your fat, red nose into every keyhole around, no doubt you have already stuck it into that one in BLOODWYCH which has a sign next to it saying:- 'The Key of Hue is what I'm due.' I've tried every key I can find, but the damn thing remains locked.

SWAB, Merryworth

The key you are looking for is a Cromatic Key. It is not on the same level as the door, but 2 levels down. I'm sure that's a good idea to deter burglars, but it must make things very awkward when you arrive home late at night from the Inn carrying a bag full of curry and you're dying to go to the toilet.

Don't Forget To Visit The Hairdresser Before Taking A Trip With Zak MacCracken

Please help me because I'm desperately stuck in Zak MacCracken. My problem is how do you open the door of the pyramid on Mars? Forgive me for being ignorant, but I'm new to adventuring.

Also what is 'The Space Quest'

series and would you recommend buying one of them? If so which one is best? I ask this because I have heard that they are good.

Richard Casey, DUBLIN

Well there is a key for the Pyramid door and it can be found in the Projection Room. That's the Good News. The Bad News is that it will crumble to dust if you try to use it. Aint life a Bitch? Without a key you are going to have to resort to Plan B and pick the lock. Just as in all good detective stories you can do this with a Bobby Pin. It's a large lock so you'll need a large pin. I suggest you nip round to the hairdresser and see what you can find hanging about.

The Space Quest Series are my favourite Sierra Graphic Adventures. In each case you must guide Roger Wilco (The Interplanetary Toilet Cleaner) to save the galaxy from all kinds of catastrophies. These games have a very high 'Tickle' Factor and are guaranteed to make you smile. Space Quest III is the flashiest game, but as some players have felt that it's too easy your best bet might be Space Quest II. It will also be a lot cheaper than SQ III as it's been around longer.

Pray For Boggit's Help in The Castle Master Chapel

Okay 'Bogg-Brush' you've got me

where you want me. I'm on my knees in the Castle Master Chapel praying for inspiration, but so far all that's coming through is a big fat ZERO!

I'm pretty sure there is some reason for this place, but if there is I can't find it. So if there is power in prayer let's see it.

Bob Greenway, Kingsdown

Peace be unto you my son. Your faith in the Boggit shall make you whole - or at least I will get you out of a hole. If you look at where the cross is hanging on the far wall of the chapel, it looks just like a solid wall doesn't it? Well it isn't. Move towards the cross until you are standing directly beneath it then turn to your right. You will now see that there is a gap between a curtain and the back wall. Should you now shuffle slowly down this little passageway you will find the secret door to the Bell Tower. You will now be able to operate the bell-rope, but don't tell anyone that I 'tolled' you.

Pick Up A Phoney Pen For The Solution To Police Quest Blues

Yep, I'm stuck again. I'm in the hotel and I have just finished playing the big game of cards and I'm going for a drink with Frank in Room 404. Trouble is, every time I go in and I try to call my back-up,

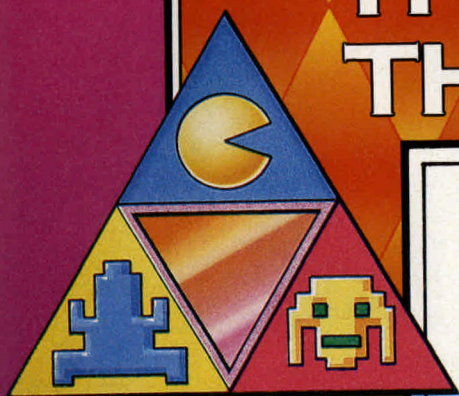


Has the Boggit's lair been discovered after years of seclusion? No, it's a foolish traveller making his way - like so many of you - through the forest in the first King's Quest game - don't Sierra games ever lose their appeal?

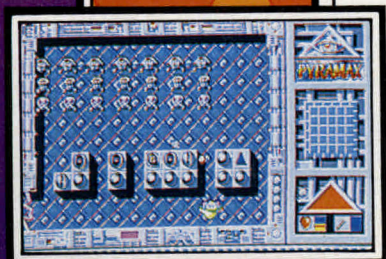
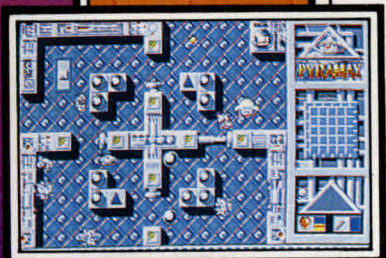
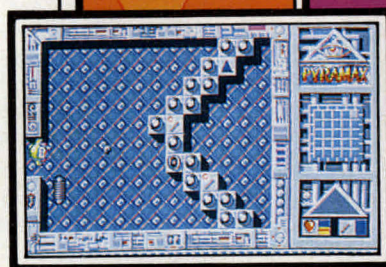
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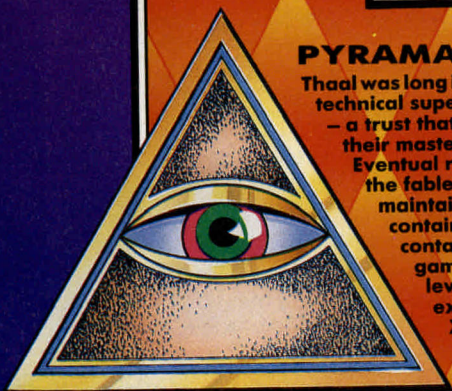
THE POWER OF THE PYRAMIDS



PYRAMAX



Screen shots from various systems.



PYRAMAX

Thaal was long inhabited by a race of intelligent humanoid who in a quest for technical superiority placed evermore trust in their Roboslave creations – a trust that was eventually misplaced as the slaves grew resentful of their masters. The rebellion was swift. The Thaalian defeat everlasting. Eventual remorse at their masters' downfall led the androids to create the fabled Pyramid of Thaal – a shrine in which the robotic devices maintained a perpetual vigil over the Thaalian Crystal – said to contain the total knowledge of this former race. The pyramid also contained fabulous recreations of the Thaalian's favourite video games and immense riches were scattered throughout its six vast levels, held in secret until the day, you, Pyramax – intrepid explorer of the galaxies – finally penetrate the acid forests of Xandar and discover the long lost treasure hoarde of ancient Thaal.

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my shirt pocket is empty. I try to use the stupid pen radio and then the phone rings and its Bye-Bye! I get shot because I can't get the pen in my shirt pocket. It always says, "You whisper a soft 404 into your empty shirt pocket".

It's really stupid, so could you help me please.

Andy (Sonny Bonds)

Well I'm not sure who's the silliest - you, or the pen. I've read your letter over and over and I still don't understand it. You don't happen to write those assembly instructions for MFI do you?

I can't make up my mind if you've got the radio pen or not. If the game says your shirt pocket is empty then you obviously haven't got it. What makes you think you have? Perhaps you think you've got it when you haven't. I've met lots of Atari ST users who think they've got it, but I can assure you they aint!

To get the radio pen you must return to your room during the break in the card game and there you will meet your backup team. These guys will give you the pen which you will automatically put in your shirt pocket.

Space Quest II Berry Picking Interlude

Please help me I don't know if my Space Quest II disk is faulty or if I am. I just can't get anywhere. I have crash-landed the hover-ship in the jungle, been to the mushrooms and been eaten, posted my mail-order form and been killed in the swamp. I released the alien from the vine and got the berries from the plant growth and that's it.

Mrs J. Bisby, LANCS

I should have guessed from your letter that you would be a female. Only a female would have released that little alien from the trap and let him go. That's the trouble with being a Boggit you have to think like a human to complete these adventures. I quite naturally threw stones at him until I got bored and then left him hanging there. That's why I took me a long time to solve the problem of the swamp. Being a local the alien knows how to cross

U.S. Gold are catering for RPG fans with some of the best of the genre to appear recently. If you've got a few quid spare, check out Crystallion and Krynn.



the swamp without getting eaten by the monster. If you do release him you will find him at the edge of the swamp rubbing the foul tasting berries on his nasty pink body before he goes swimming. That stuff would turn anyone off his dinner including the swamp monster.

ZAK Flies East To Solve The Pyramid Riddle.

What do you do in the Mars Pyramid? I've pushed the feet of the sacophagus. Now what?

What do you say to getting POLICE QUEST from Sierra, is it good?

Chris Thomas, Birmingham

This part of the game requires Zak, Melissa and Leslie to complete it. Once you've pushed the feet (Leslie) walk upstairs (Zak/Melissa) - Move Leslie away from the feet. Move Zak near the Containment Device - Switch to Melissa - Use the Golden key in the box (Save at this point). Push Button - Switch to Zak and pick up the white crystal. This bit is difficult and you have only a little time to do it. You finally use the yellow crystal to point to Egypt.

As for Police Quest, well that's a slightly tricky question because although I am a great fan of all the Quest games I think this is the least interesting one. Controlling that damned little car had me kicking the table in frustration many a night. My advice would be to buy another one first and return to Police Quest when you have

tried the rest.

Learn the Secrets of Successful Cocktail Mixing With Leisure Suit Larry

Please Help with Leisure Suit Larry II. I have made my way to the top of the volcano, but can find no way into the secret base.

If you have time could you also help me with the one eyed robot who guards the escape pods in Space Quest II? Is there another way of getting past it apart from opening the pod door, running away and coming back again later?

D. Merrell, ESSEX

Well the obvious way of entering the secret base is via the elevator door which is staring you in the face. The problem is getting the door open. Some time ago there was a wild Russian called Molotov who had the same problem getting into tanks and he created a cocktail which solved the difficulty. The Molotov Cocktail is a bottle full of petrol with a paper bag stuck in the end. Light the bag with a match, throw the bottle at the problem and bye bye problem!

In your case you must use the bottle of hair-restorer with the sick bag from the plane. Instead of throwing the bomb at the door drop it down the fissure in the ground at the back of the screen. You'll find that the slumbering volcano will awaken with a jolt and give shake the elevator doors open.

Play Hansel and Gretel in Dungeon Master's Corridors

As the all-time great Dragon-Slayer, Boggit Basher, Dungeon Stalker and general Asskicker Extraordinaire I thought I might liven up your miserable existence by given you a real swell tip. You can tell those apprentices adventurers that I sometimes spot stumbling around the upper levels of Dungeon Master looking lost, that there is a clever way of identifying places of interest in the Dungeon. Instead of dropping valuable jewels or food to mark a spot, you can create an endless supply of solid pieces of glowing magic instead. By casting a Level One ZO, KATH, RA spell you'll cause a piece of wonderful ore to materialize on the floor next to you. It's also as light as a feather so even a little wimp like yourself can carry a bag of it! Now you can wander around the Dungeon dropping bits of ore like Hansel and Gretel did. Of course if they want to keep dropping goodies where I can pinch them that's OK by me.

Avataar The Great - Hell's Kitchen

Well I find my way around by dropping little white teeth from the bag which I keep on my belt. If you would like to know where I get all the teeth from, call round to the back door of my Blackthorn Tree, stick your fat face through my kitchen window and call me little again.

Boggit's Lair Revealed At Last?

Having read your description of the Great Wood and the hollow Blackthorn Tree where you live I felt sure I had passed it once so I decided to go looking for it. After trekking through the woods and through something else which smelt horrible (how do you remove Unicorn droppings from trainers?) I think I've found it. Own up, you live in Daventry near Red Riding Hood's Grandma don't you? I enclose a magic picture which I took while I was standing nearby. I didn't knock on the door because

Oh lordy me, will we ever see the superb-looking Elvira now that Tynesoft have disappeared from the software scene? Let's hope so.



I don't expect you would have liked to have been disturbed as it was very late when I got there.

John Hebden, Blackpool

Well you came close, but I've got to disappoint you and say that while it does look a little bit like my hideaway it's the wrong one. The Great Wood is at least three days flying time by fast dragon from Daventry. Anyway in that particular house lives a nasty-tempered little git who is forever stealing things so I fail to see how you could have confused the two places.

Keep Death of Police Quest's Roads

I've been playing Police Quest now for six months and I still can't get past the Drunk Driver. Please tell me how to arrest this 'Pain in the a\$!' (That's Police Talk), before I go mad.*

M. Carpenter, Hollington

I assume you do have the manual for this game because the info you need is in there. As all the cars go at the same speed in this game the only way you can overtake him is to put on your siren then you'll find that your car will go faster than his. This also means that unless you have 24 fingers you will lose control and crash! The trick is obviously to select slow speed from the options menu. Once he pulls over you can arrest him by doing the following:-

Talk to the Man, Look at the man, Show your drivers licence, Get out of the car, Smell the man,

Administer the Field Sobriety Test. Handcuff the man, Search the Man, Tell the drunk to get in the patrol car, Follow him to your rear door, Open the back door, Radio for a tow truck.

Following my snivelling request for BLOODWYCH Maps (Oh God! the shame of it.) I have received yet another massive envelope containing a ton of maps and explanations for this game. In addition was a long, detailed, rude and extremely funny scroll from the scribe who produced all the material. He signed himself MORDOX, but I understand that all correspondence must go via his squire - J. Carter from Gwynedd. For such service to the BOGGIT this unworthy is now elevated to Honary Boggit Status and will receive something unpleasant via the GPO (Goblin Post Office).

Incidentally I have mentioned this parcel of maps to the humans who man the help-line telephones at the Mirrosoft Offices and would you believe that even they do not have such info available. No doubt I'll have them around here pleading for a copy.

DO I HAVE BAD NEWS FOR THEM!

Keep your Letters, Hints and Foolish Drivel coming:-

**BOGGITS DOMAIN
29, Blackthorn Drive
Larkfield
Kent ME20 6NR**

Where Do Cheats Originate?

First and foremost, let me congratulate you on an excellent mag, I've been with you since issue 1 and I'm delighted with the way your mag has developed over the last nine months.

Now, down to business, in your section 'Giving The Game Away', the cheats you print are excellent, enabling one to receive full benefit from their software, but I'd like to know where all these weird and wonderful cheats originate? Are they built into the program by software houses, or is it that certain combinations of key pressed characters alter the program in some way? How does one discover a cheat? Does it need endless hours at the keyboard typing in some strange sentences or words in hope of gaining the cheat to produce infinite lives. I'd love to find out and I believe many of your readers would too.

Martin Thomas, Manchester

AA: It depends really. Some cheats are put into the code by the programmers, and can be hunted out by looking through the reams of game code. We try to get most of our cheats from the programmers as they nearly always work, otherwise, we'll send a game to Mark Lawrence who will then sift through the aforementioned code and hunt out the sections that are relevant to lives remaining and energy indicators. Basically, what Mark will do is find the code that says that 'if your character is touched by a nasty, you lose a life' and change it so that the lives indicator will remain the same instead of going down. However, another way to do it is to find the code relating to the sprite detection - ie. when an enemy sprite or bullet touches you - and change it so that no harm can befall you - hence, invincibility pokes. Apart from that, other cheats can be found simply by luck or by accident when you perform a set routine when playing a level. I hope that answers your question.

Repair Blues.

About half a year ago I owned an Amstrad CPC 464, but a friend of mine bought an Amiga. When I heard the sound, saw the superior graphics, faster loading speed and total class of the Amiga, I knew I could no longer continue on my humble Amstrad. I saved and saved (I am only 15 therefore rely on my pocket money only) and

after about 3 months, I had enough money to buy (what I thought was) a good condition second hand Amiga. The people who sold it to me were good enough to give it a check-up; it was sent on from there. When I set it up there was something wrong with it. I took it to a local company to stop it getting damaged in the post again, as it must have done on the way to me.

I am still waiting for the Amiga to come back, having rung the company concerned many times. Apparently the repairs would only take a couple of days, they had the parts which they had ordered from Commodore in the beginning (3 months ago); and according to the company it isn't a one-off.

In my opinion Commodore are always slack, and when selling a class-computer they should provide a good service to customers, and not behave in the narrow-minded, amateurish way that they do. Is there anything I can do to speed them up?

**David Braga,
Cambridgeshire**

AA: I'm not really sure whether it is fair to blame Commodore. A lot of computer repairs are done in-house or sent out to repair companies and any delay is due to a mix up between the two. However, it does seem like you have had a pretty rough deal, so I suggest that you contact your local CAB (Citizen's Advice Bureau) and tell them your story. They will then chase up the repair people and, hopefully, your computer will be back within a few days.

What's The Score?

I've had my Amiga for a few months and only have a few games, but it seems to me that, out of the many games that feature a high-score table, only a few allow you to save your scores to disk. Pipemania lets you, so why, oh why, can't the rest. It's just not the same writing your scores on bits of paper - for instance, my girlfriend and I have so far reached level 4-4 of New Zealand Story with a score of over 536,000 (I can't be totally exact as I've lost the piece of paper). I've timed our attempts and I have calculated that it takes at least one and a quarter hours to complete the game. So, you get a mega score, type in your name, reboot and what do you get? The

same old farty names that are there every time - and they only get a paltry 50,000 on level 4-4.

In addition, why don't more Amiga games feature two-player modes? All the best C64 games did, see what you can do.

Richard Gleaves, Newcastle-under-Lyme.

AA: The main reason a lot of games don't save to disk is because of the recent virus scares. Likewise, most of the games that come out today use up most of a disk's space, leaving very little for a saving high-score table. We, too, like saving high-score tables, as it gives us a tremendous chance to boast - also, it stops Doug lying about his so-called mega scores! As for the two-player games, don't be too disheartened, with the release of Kick Off, E-Motion and Pipemania, it seems that the two-player game is making something of a comeback - and about time too.

The Chart Debate Rages On (and on).

The reason for this letter is to add my bit to the chart wars topic. Don't lower the tone of your magazine by wasting time and space and printing an unnecessary chart - top tens are for radio stations. People who can't buy a game unless it appears in some chart or another are probably the same people responsible for keeping Kylie and Jason in nappies and, even worse, keeping them in the music industry! Amiga Actions reviews, some full colour screenshots, and a bit of grey matter is all you need to decide weather a game is for you or not. In buying an Amiga, you've proved to yourself to have good taste and brains, so why not continue using them when buying software.

While I have pen to paper, I'd like to put an idea to you. Why not have a chart for games that AREN'T available for the Amiga. How many times have you been in a shop or looking through software lists thinking 'if only so and so was available'. This is where the chart comes in. When someone writes to AA he or she simply adds on a list of five or ten games they would most like to see on the Amiga. You could then print a monthly 'most wanted' top ten. In my opinion, the software houses would be mad to ignore it, as it will virtually guarantee a market for the product. Also, we get the games we want.

For instance, the games I would like to see are Rastan Saga, Nemesis, Scramble, Kung Fu Master, Trap Door and Aliens. Please give this idea some serious thought as I believe it's a pretty good one.

Mark Noyes, Weybridge.

AA: I agree with you totally. All the time rubbish like Galaxy Force, Hotrod, and Dragon Ninja keep entering the charts, there's no justice. Also, crap like this keeps the good games that deserve to do well from doing so. As for the 'most wanted' chart, I'll bear it in mind. There are dozens of old games that I would love to see on our beloved Amigas - Pitstop II, Pyjamarama and Hypersports, for example - so if anyone out there has a much-loved classic they'd love to see on the Amiga, write in and let us know.

Yet More On Piracy (Yawn).

I'd like to tell you a few facts about piracy. If you look at the piracy scene you'll see a problem that isn't going to be solved easily. When I bought my Amiga, a friend offered to copy me all his games free of charge - all I had to do was supply the blank disks. Naturally, I snapped up the offer. I mean, if you have twenty-five quid in your pocket and have the choice of one new game or twenty-five copies at a pound each, where is the incentive to make you but an original title? Basically, there isn't one. I receive many new games from friends all the time - I'd be mad to say no. The problem isn't just with the hackers then - it's with the people who can't say no.

The Violator, Southampton.

AA: I've said this time after time and it's really getting on my nerves. There is no excuse for piracy and by copying games, you are harming the software houses you are eventually going to stop the flow of new titles as they won't be able to fund their development. Yes, it may be great getting all these games now, but if you use your two brain cells, you could work out that eventually it is you who lose out - along with other, non-pirating computer owners. It seems to me that the whole thing is an ego boost, I mean why call yourself The Violator - are you too cowardly to give us your name? If that's what you have to resort to to boast about getting new titles, why bother? I'm not interested in how many new games you can get for free, I'm interested in the new titles that the software houses will be developing if

small-minded people like you don't stop copying games. In the long run it makes sense, it's just getting people to understand that.

A Madman Writes!

Being a great friend of a Robot Monster, I was horrified to see that you obviously took great pleasure in blasting them to bits in Domark's game, Escape From The Planet of The Robot Monsters. After reading this review, I went straight upstairs and threw up in the toilet. I don't dare tell Squish, my Robot Monster friend, for fear that we would blow a fuse!

Just between me and you, the Reptilons don't actually want to destroy the world, just overrun it. Don't worry, though, no doubt you will be used to the sight of robots walking down the road after a few years. Having said all this, I understand that Domark are more responsible for the problem than you. Anyway, I must go I'm meeting a friend to play Escape From the Planet Of The Human Beings to get my revenge.

**Martin 'Insane' Herron,
Newcastle-Upon-Tyne.**

AA: Rubbish! This isn't the first time we've seen this type of propaganda. Robot Monsters are nasty, you traitor, and deserve to be killed. Domark did the nation a kind deed when releasing their brilliant game, and I, like many others, will continue to blast your tin-pot friends. Pah! You'll be saying that you like Skweek next.

Disk Dilemma

When reviewing games can you please state how many disks the game comes on and whether it supports two drives. To combat this problem, I bought a second drive which was great for games like Dragon's Breath and Maniac Mansion, but why doesn't Shadow Of The Beat work with it? Finally, why haven't you reviewed the following games: World Cup Soccer, Player Manager, Emlyn Hughes, Man Utd, Liverpool and any Codemasters games?

Stephen Wheatcroft, Brackenfield.

AA: The main reason we don't state how disks a game spans is because we see games in pre-production form when they

may only work on 1Meg machines and, thus, aren't the final versions. Likewise, this is why we don't state whether they accept two drives as this, too, is subject to change. Quite why more games don't use two drives is beyond me, perhaps it is down to memory restrictions. As for the reviews. World Cup Soccer isn't out; Anco never sent us a copy of Player Manager; Emlyn just missed a review this month, see next month's issue; Man Utd got reviewed a couple of issues ago; Liverpool isn't out yet; and we never get sent any Codemasters games. Hope that helps.

Another Link In The Chain.

I did not know who to write to, so I am writing to you at Amiga Action. We would like you to join our chain letter, which started in 1985 and if it gets through 1990 will break a world record and enter the Guinness book. All you have to do is send a picture postcard to the names enclosed and place yours at the bottom. You will then be swamped with postcards from all over the world.

Giles Tingey, Dumbartonshire.

AA: What, no threats of demonic possession if we don't continue it? What no promise of untold riches if we pay five-hundred quid to join? Sorry, thanks for the offer, but no thanks.

Right, that's your lot for this month. This month's star letter was from the utterly daft Martin Herron and Squidgy the Robot Monster, so if he drops us a line we'll send him the game of his choice. Right, don't forget it's our birthday next issue, so get writing and sending those Birthday cards and we'll see you next month in our bumper jamboree mega-birthday issue with loads of compos, reviews and star-studded features (well, features anyway!). Finally, if you have any gripes, moans or praise (especially the latter!), send them in to:

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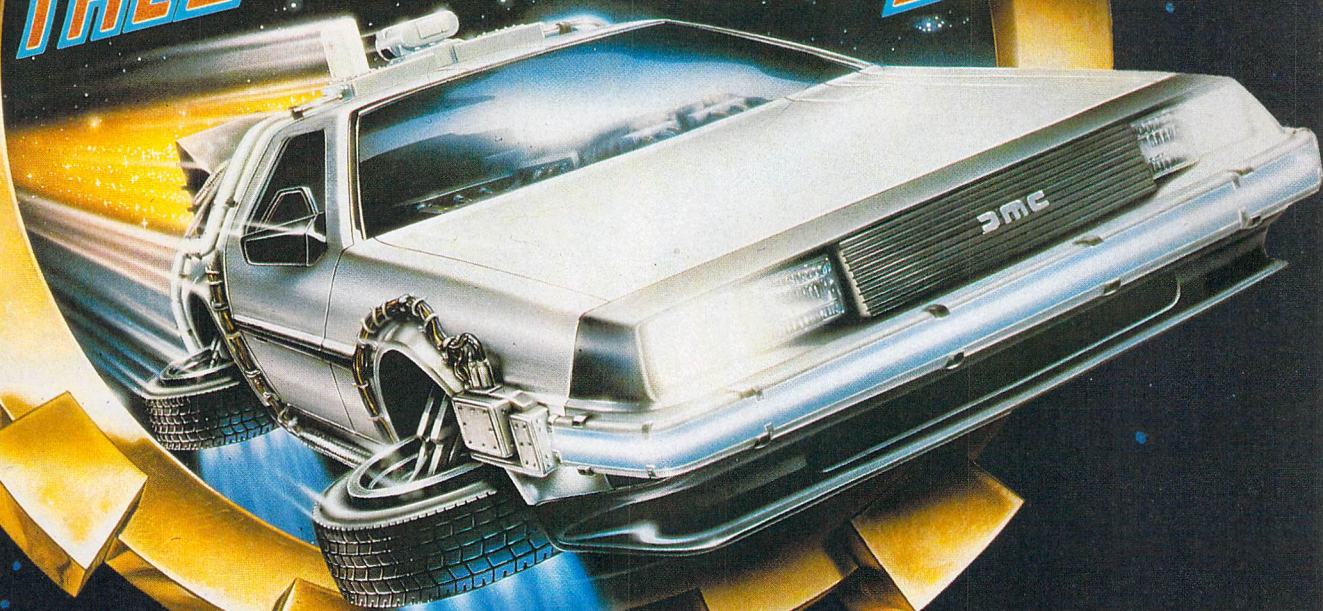
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BACK TO THE FUTURE II PART II



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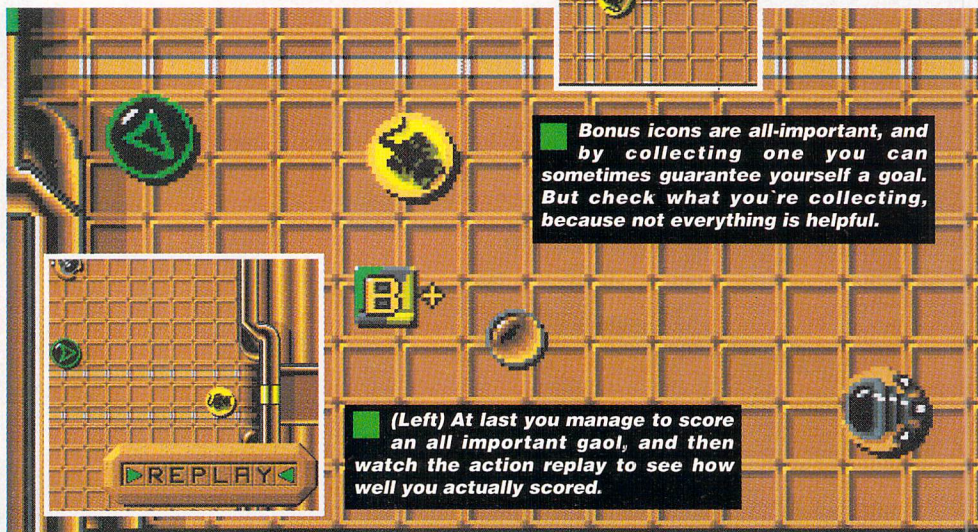
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(Above) All of the games options can be reached from this screen. The amount of players, single game or league, and the handy save option when you are in the middle of a league season.



(Left) There's a player from each side in each of the various zones. And it's every man for himself and it's the team that puts the ball in the goal that gets the precious points.

Bonus icons are all-important, and by collecting one you can sometimes guarantee yourself a goal. But check what you're collecting, because not everything is helpful.

(Left) At last you manage to score an all important goal, and then watch the action replay to see how well you actually scored.



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PROJECTYLE

New sports games appear on the shelves of your local stockist quite regularly, and whether they are copies of a real sport or just figments of someones imagination they usually sell quite well because of one reason alone. Two player options can be found in nearly all of todays sports games, whether the players compete simultaneously

or take turns. Projectyle goes one better on this line and allows up to three players to play at the same time (eight players per league). Tribal, as it is known to its fans, is very similar to the famous Speedball, but with a lot more added.

On selecting your team and arranging their attributes to suit your style of play, you will be

DOUG

If it wasn't for the three-player option and the layout of the pitch, Projectyle would be an almost identical copy of Speedball. From the league table to the icons that can be collected on the pitch during play the game is almost identical to the Bitmaps masterpiece. If you're a fan of Speedball, you'll probably love this game, but for my money I'd wait to see what Speedball II is like before deciding.

able to participate in one of the Tribal games. Three teams, including your own, will be playing against each other. You will be presented with the pitch layout which will indicate where everyone's goals are and where the zone gates are. Each team has two goals to defend; the Defend Zone and the Frantic Zone, although the shoot-off begins at the Central Zone. There are three players to each individual zone, one from each team.

Occasional bonus objects

GRAPHICS

Not a very good use of colour within the game itself, but apart from that they serve their purpose and are animated quite well.

68%

SOUND

An average piece of music on the title screen and the usual sound effects during the game, but nothing out of the ordinary.

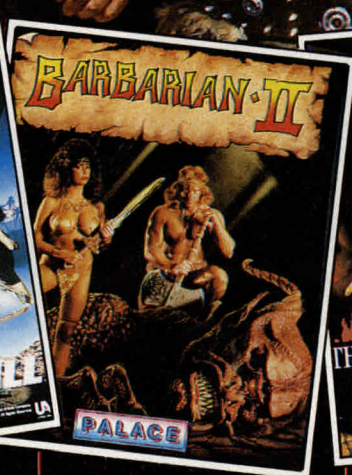
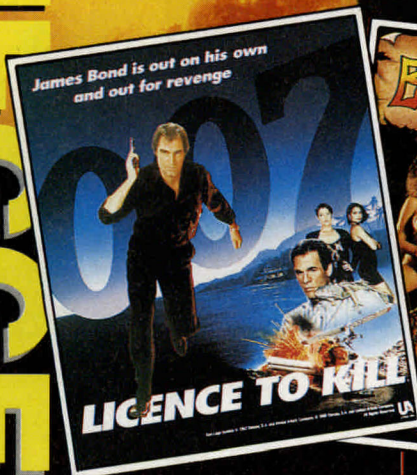
66%

will be displayed on the pitch while you are playing, and when collected you team will usually gain some sort of help. The matches are played in three halves, known as sets, and an indication of how much time is left is shown by horizontal bars to the right of the screen.

STEVE

With the likes of Hewson's Future Basketball and the Bitmap's Speedball II on their way, the futuresport arena is starting to get crowded. Despite some initial playability, Projectyle isn't in the running. The game plays a little like Hyperbowl, but the larger play area and bonus icons expand the original idea and improve on it. The gameplay does get a little dull, and no amount of extra teams and features can change this.

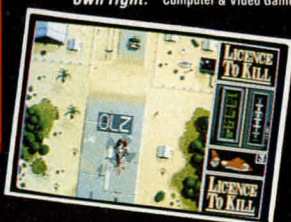
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HERO'S QUEST

Sierra have brought out quite innovative games in their time, ranging from the originals, such as Space Quest and Kings Quest up to the more recent Leisure Suit Larry series. But what makes Sierra such a successful company that even though their first releases sold amazingly, they still kept on trying to advance their

games by improving the graphics and various other things.

Hero's Quest is very close to Sierra's previous King's Quest series is so much that it is a very similar setting but with one major difference; a role playing aspect has been added to Hero's Quest. Before you start the game, you will be asked to choose what

profession your character will be; a fighter, mage or thief. The names speak for themselves, and careful thought should be taken in choosing which one you wish your character to be. Each profession has its advantages, but the one you should choose is the one that most fits the way you like to play your character; it's no good

having a mage and trying to kill every monster you come across with your trusty dagger.

Once you've eventually decided what you want to be it's time to decide what skills you wish to have. You will be presented with a sheet full of your characters statistics, with fifty spare points to allocate to the various



(Above) Fighter, mage or thief, the choice is yours, but which one suits you best. Only you can decide and your choice can make a great deal of difference to the game.

The character sheet shows you what your character does best. However, there's fifty spare skill points that still haven't been used and it's up to you to put them to use.

Name:

	Strength	25	Weapon Use	20
	Intelligence	10	Parry	15
	Agility	15	Dodge	10
	Vitality	15	Stealth	0
	Luck	10	Pick Locks	0
			Throwing	10
			Climbing	0
			Magic	0

Points Available: 50 / 50

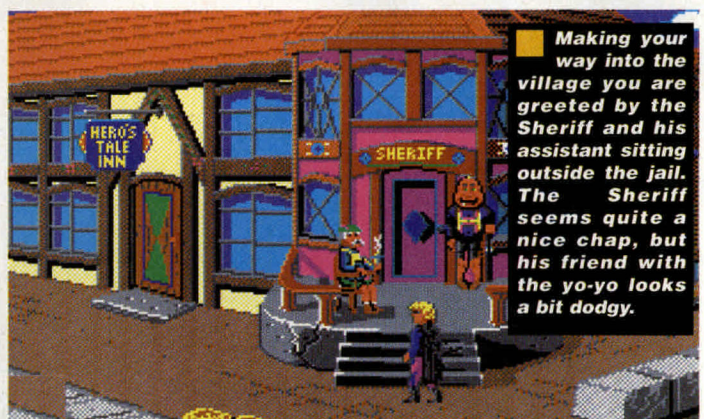
Health Points 18 / 18
Stamina Points 15 / 15
Magic Points 0 / 0

TAB to move around, Arrows to adjust values.

So You Want To Be A Hero (Score 1 of 500)



(Above & below) Entering the town Guild you are amazed at the heads that adorn the walls of the building. But the thing that really catches your eye is the bulletin board on the northern wall. Moving nearer you take a closer look at the various quests available and choose one that doesn't look to taxing.

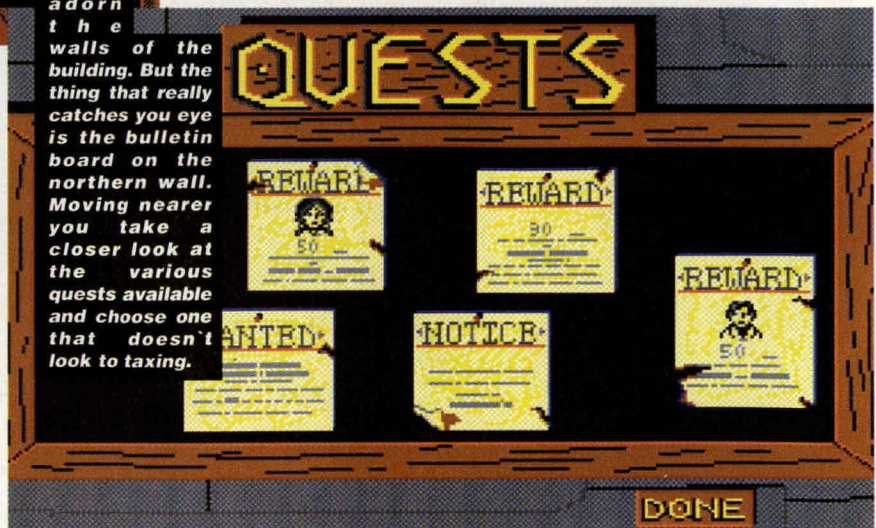


Making your way into the village you are greeted by the Sheriff and his assistant sitting outside the jail. The Sheriff seems quite a nice chap, but his friend with the yo-yo looks a bit dodgy.

So You Want To Be A Hero (Score 2 of 500)



Arriving at the gates of Spielberg Castle you hail a guard patrolling the battlements. Once you've attracted his attention he'll open the gates for you gladly.



GRAPHICS

Very well drawn graphics that add to the game 100%, and combine this with the 3-D effect the graphics are unbeatable.

83%

skills on the sheet. Each profession has the same skills, but a fighter will start off with a higher strength and weapons skill, where as the mage will have a bit more brains and a better understanding of the art (magic).

At last you can start the game, and begin the struggle to

SOUND

A nice little tune on the title screen to introduce you to the game, and then some brilliant background noises while you play.

74%

become a true hero. You will start at a small village called Spielburg, at which you hope to find the odd quest for you to accomplish - for the the right money of course - but how do you find yourself a reasonable quest around here? Eventually you will end up in the local Adventurers Guild, and here

ANDY

If you thought the King's Quest games were really good, wait until you get a load of this. The usual high standard in graphics is present, and combine this with the RPG aspect of the game and Hero's Quest is a sure winner. The game has all the usual cryptic puzzles and the playability to match. Whatever else you buy this month, make sure Hero's Quest is one of them.

you will be able to find an ample amount of quests ranging from quests to find missing items, right through to rewards for the capture of certain extra nasty villains.

Their are also a good selection of other shops to inspect before you set foot outside the humble little village, and inspect them you should for you will need all the help you can get to

overcome the various monsters that you will encounter in the wilderness. But whatever you do will will eventually meet some kind of creature that is solely intent on slaying you, and when this happens you better hope dispose of your enemy quickly or get the hell out of there, or else your adventuring career is going to come to a end very soon.



After climbing a small mound of rocks you enter a cave and find a friendly little hermit called Enry. After talking to him for a while you manage to find out some handy information about a certain warlock.

A rather fearsome looking monster charges into battle before you have a chance to get away. Lets just hope you can dodge his attacks long enough to get away.



(Left & above) You manage to discover the location of a lost ring in a nearby tree, but even when you've managed to ascend the tree your goal just manages to stay out of reach. However, next door is a friendly Centaur raking his crops. If only you can get hold of the rake for a little while you should be able to reach you target and claim the reward.



AMIGA ACTION

OVERALL RATING

84%

DOUG

Hero's Quest is another in the line of superb games to be brought out by Sierra. The RPG aspect is quite a good idea, but when it comes down to it's the usual Sierra adventure, full to the brim with puzzles and things to do. The games has five disks, but unfortunately you can't use two drives, however, this doesn't detract from the game to much. What more can I say except that it's by Sierra; it's a must.

ALEX

Once again another superb game from the exceedingly capable hands of Sierra On-Line. Their 'Larry' series rates high on my list of favourite software, and now I think Hero's Quest is about join them. The combination between arcade sequences (the fighting stage, for instance) is perfect, and the long term task is more than a challenge for the most ardent adventurers. A brilliant game that is worth anybody's money.

PALACE £19.95

STARBLADE

It is the year 3001, and all that remains of the human race is a few hi-tech colonies. The reason for this drop in population is the ruthless Cephalhydras; a race of humanoid insects intent on ridding the galaxy of any human presence. The only chance for the human race is to find the Cephalhydras Queen and destroy her before she has a chance to produce any more of her evil kind. Fortunately, a professor named Julius Gordon managed to find the where abouts of Genolyne, Queen of the Cephalhydras, and store the coordinates of her position on several data disks before he was

eventually tracked down and killed. Your task is to find these disks and then destroy Genolyne before the human race is wiped out completely.

Starting within the Starblade you must make your way to the various planets (16 in all, with more than two hundred different rooms to explore) in search of the three data disks that hold the coordinates to the location of the Queen. The planets will consist of a selection of different terrains and the problem of no atmosphere will have to be sorted out if you're to complete the game. Trading is also a main part of the game, and even a little bit of dabbling in the black market is possible on planets that are inhabited by mutants.

A number of weapons can be found throughout the game. The first one you are likely to come across is the Light-sword that can be found on board of your ship. But more affective weapons such as a laser-gun will also be available in later stages of the game.

DOUG

On the surface, Starblade looks to have the making of a high standard arcade-adventure game, but when it comes down to it it just seems to lack that important something. The graphics are good, the sounds average, but the gameplay just didn't hold my attention for long. All in all, Starblade strikes me as a game that will appeal to die-hard arcade/adventurers in need of a new fix but very few others.

ALEX

As with most Silmarils games, Starblade looks the business. However, gameplaywise it leaves a lot to be desired. Exploring the attractive screens proves to be fun for a while, but the lack of action and variety soon killed any enthusiasm I had to explore firther. A pity really, as the game's scenario lends itself to a Kristal-style mega-game. Instead, we get a dull arcade/adventure with a few graphic frills.

GRAPHICS

The most impressive thing within Starblade is the backdrops. There are absolutely loads of them, and they're all drawn superbly. Overall the graphics are of a fairly high standard.

77%

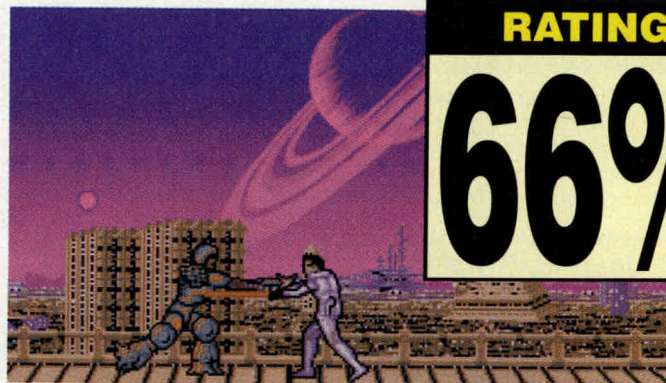
SOUND

Zaps and blasts as the various Cephalhydras as they fight you with their laser-guns and a few other in game effects, but nothing out of the ordinary.

69%

**OVERALL
RATING**

66%



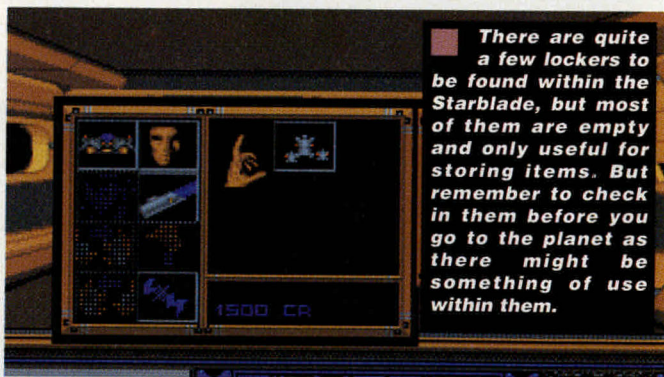
Cephalhydras will be waiting to put a stop to your progress on most of the planets that you will come across. But with the aid of your trusty light-sword you should be able to dispose of them quite easily.



Arriving at one of the local shops you buy some spare parts for your ship. However, you've only got a certain amount of credits and they don't last forever.



Standing at the controls of the Starblade, you prepare to set a course for one of the other planets. Let's hope you don't meet any space pirates out there.

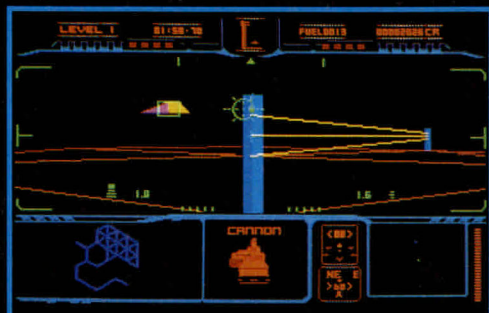


There are quite a few lockers to be found within the Starblade, but most of them are empty and only useful for storing items. But remember to check in them before you go to the planet as there might be something of use within them.



Jumping into the reconnaissance shuttle you head towards the planet you are currently orbiting in hope that you may be able to locate one of the hidden data disks.

MATRIX MARAUDERS



MATRIX MARAUDERS

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SUPER GRID RUNNER

Jeff Minter's been around for a long time now, every now and then bringing out a game that seems to be even more colourful and psycadelic than the previous one. But although evrybody takes the mickey out of poor old Jeff, he's still around while a lot of other programers aren't. Well, how can this be I hear you ask? From the very first to the very latest of Jeff's games he has incorporated one secret ingrediant into each - playability.

Super Grid Runner is very similar to a lot of Llamasoft's previous games in so much that the game is just a basic shoot'em-up. You control a space craft that consists of two parts: the main ship and the detachable nosecone. The nosecone of the ship can be left anywhere on the screen to blast away, destroying anything that gets in it's path, while the main section can be controlled via yourself to do the more accurate shooting. However, unlike the nosecone,

the main part of the ship is not indestructable, and contact with any of the enemy will end in the loss of one life.

As you can expect, the selection of different backdrops and baddies are very colourful and move around the screen perfectly without a single jerky animation in sight; and of course, what Jeff Minter game would be without the presence of a few llamas and goats here and there.

DOUG

Grid Runner is a great little shoot'em-up. The speed that you and the various other sprites move round the screen is brilliant and combine this with the colour and it's unreal. It's a tippicle Jeff Minter game, full of playability, and certainly worth a tenner of anyone's money.

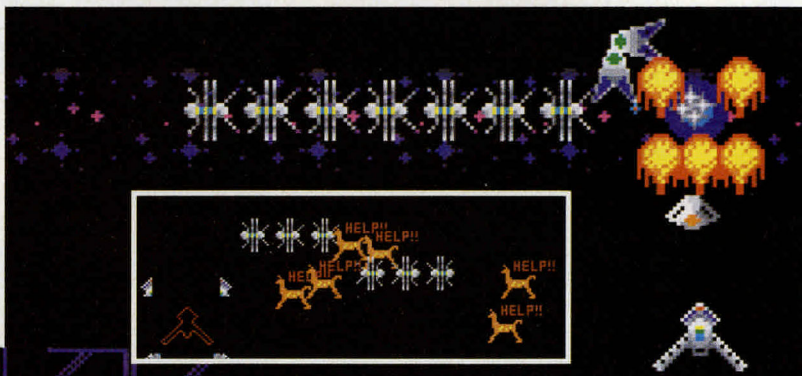
OVERALL RATING

68%



(Left) Special creatures can be collected while playing the game, and when you do manage to get hold of one one of several things can be added to your ship for a short time. Invincibility is probably the most helpful.

(Right) The nosecone can be used for two main uses; as a shield and to boost your fire power. Leaving the cone in the centre of the screen you can shoot from behind it and turn your single bullet into three.



(Above) A little bit of care must be taken while blasting those baddies, for every now one will turn into a llama, and if you collect it some bonus points will come your way.



(Above) If life wasn't hard enough, railguns patrol the surrounding walls blasting at you each time you pass. Although the bullets are easy to dodge, it becomes a lot harder with a large amount of other obstructions on the screen.



(Left) At the bottom of the screen is your score multiplier, and for every level you complete without being killed it will increase the amount of points you get. However, each time you die it is reset.

STEVE

Grid Runner is a fast and furious shoot'em-up, but it doesn't seem as playable as his last game, Photn Storm. Little thought has gone into the game when converting it from the ST to the Amiga, and I felt that more colours could have been used. However, for its low price, Super Grid Runner offers good blasting action - if only for a while.

SOUND

A nice tune on the title page. The sound effects are something else. The in-game FX are great.

59%

GRAPHICS

Bright, coulourful, and pyscedelic. I've yet to come across a llamasoft game that isn't, and this ones no different to the others.

64%



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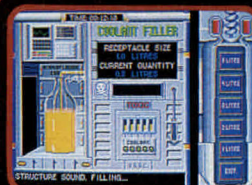
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Paul Lakin, Zero, 89%



Screen shots from various formats.

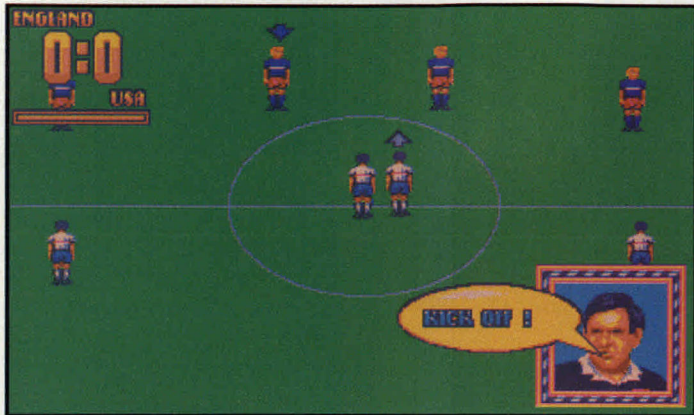
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WORLD TROPHY SOCCER '90



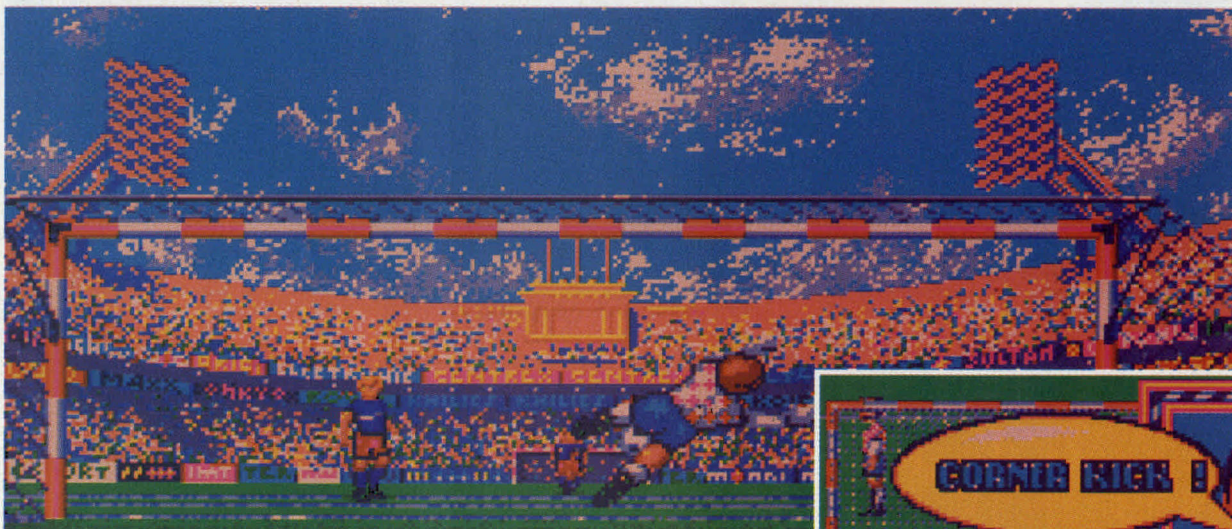
■ Amongst the many options on offer, the game allows you to select the team you wish to control and your opponent. When it comes down to it, though, there is very little difference apart from their shirt colour.



■ Unlike real soccer, instead of being split into two halves, the game is played over a set period without any breaks. You are always given the kick off, and always play upfield.



■ When you make it to the opposition's goal the view switches to that from behind your striker. You are given a few vital seconds in which to beat the goalkeeper, and hesitation normally results in him saving your shot.



■ When the opposing team beats your defence and enters your penalty area, control is automatically swapped to your 'keeper. The animation here is superb, and with minimum of effort he can be made to leap and dive all over the place - hopefully saving the ball in the process.

With the run up to the 1990 World Cup well under way, already many of the software companies have jumped on the bandwagon with a number of cup-related footy games. As well as this offering from Virgin, both Codemasters and U.S. Gold have soccer games on the way, and other companies releasing games based either around popular teams or players are Grandslam (Liverpool and England licences), Ocean (Adidas Golden Boot and another Liverpool game), Audiogenic (Emlyn Hughes's International

Soccer), and even Anco are following up their ever-popular Kick Off with a long-awaited sequel. However, it is Virgin's World Cup game that is first off the mark, and it is also THE official game based on the popular competition.

Written by Hungarian programmers, Andromeda, whose first 16-bit title was an ST conversion of System 3's International Karate, World Trophy Soccer '90 involves guiding your chosen squad through the many rounds that make up the competition with your eventual aim being to take

STEVE

With so many soccer games coming out to coincide with the World Cup, Virgin's 'official' licence would have to be the best of the bunch. It is very good, and there are some nice touches, but the control system lets it down. Features, such as the goalkeeper, raise the game above average. By no means the next Kick Off, but a playable soccer game.

ALEX

Comparisons are bound to be made with Anco's classic, Kick Off, and it is going to have to be a stunning game to knock that classic - yet I really enjoyed it. The graphics are well implemented, and I was impressed by the use of first-person perspective when shooting or saving a goal. All in all, World Cup Soccer is a decent game, but it could have been better.

■ (Below) A watchful ref keeps a close eye on the game, and should anything untoward happen, he will be quick to appear within a small window and blow the whistle to halt play.



the golden trophy back home with you in victory. Before the tournament begins, you are invited to make a number of changes from a menu screen. From this screen, you can select the length of your match, from one minute to fifteen; and you can also change the sound parameters, and the game's difficulty level. Once you have made your required changes, the match is ready to begin with two of your team members clustered around the ball awaiting the kick-off. The pitch is viewed from a bird's-eye view from a position behind the southern-most goal, and the pitch scrolls vertically to keep the action central. A full squad of eleven players are at your disposal, and control swapped to the player nearest the ball by a quick press of the firebutton. The joystick is used to control the players, with the directional controls guiding them left and right and up and down the pitch, and the firebutton prompting them to boot the ball. The game adheres to practically all the rules of the game, with the exception of the off-side trap, and a full complement of corner kicks, throw-ins and free kicks are available. In addition, over-seeing the game is an ever-watchful referee who is

quick to halt the game if a player is fouled or the ball goes out of play.

Should a break be made at either goal, the screen will flip to that of either behind your goalie or from behind your striker. Full control is given over the players, and it is possible to send your 'keeper diving all over the place, and allow your striker to carefully place your shot. The basic aim is to thrash the hell out of your opponents, but should the game end in a draw, a thirty-second 'sudden death' play-off will decide the outcome, with victory going to the first team to score.

DOUG

I've played my fair share of soccer games, and this World Cup tie-in is certainly not the best. The game is quite hard to get the hang of, but even when you do get used to the controls the game still doesn't play that well. There are a lot better soccer games than this one, so look before deciding.

GRAPHICS

The player sprites are bold and well drawn, but the real scene-stealer is the superb, fully-animated goalie, who dives smoothly all over the place.

SOUND

A reasonable tune plays, but the in-game effects are limited to punting sound and various referee whistles.

56%

67%

OVERALL RATING

62%

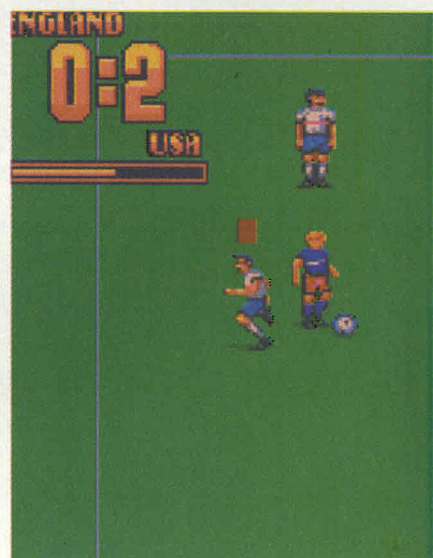
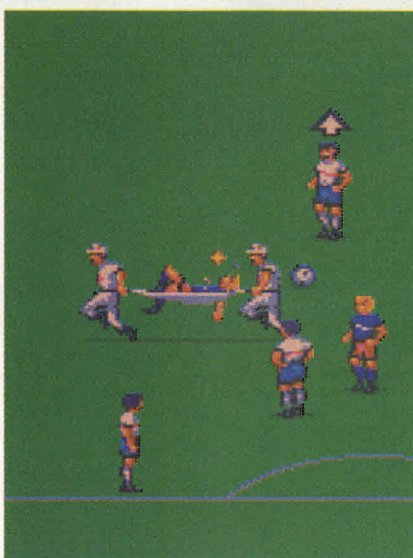


(Left & above) Most of the game's rules have been incorporated, including fouls and free-kicks, and it also supports throw-ins and corners, both of which are guided using the joystick, with fire punting or throwing the ball into play.



(Above) It's all over, and whilst the defeated team skulk off to the changing rooms, the victorious team leap around in celebration - at least they don't run around kissing each other!

(Above) One or two-players can play the game, but the game is slightly more playable as a one-player game as the computer-controlled teams are relatively intelligent and offer more of a challenge.

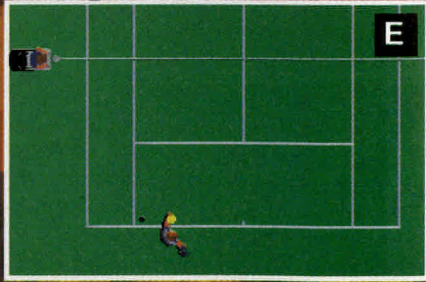
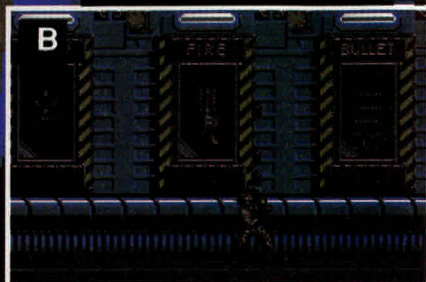


Should you mistime a tackle, the chances are that the opponent's player will take a dive, normally prompting the ref to call a foul. 'Accidentally' perform too many of these, and a player will be carried off by two stretcher-bearers and you will be sent off for an early bath.

OCEAN COMPO

Converted by Teque for Ocean, Shadow Warriors is an all-action beat'em-up spanning six thug-filled stages. Controlling a masked ninja, you - and a friend if you so wish - must use every skill you possess to thump, kick and throw your way through the mean streets of the good old U.S. of A. Amongst the many street fighters you encounter, you will meet caber-swinging fatties and, taking a break from slaughtering urnpteen kids at Camp Crystal, Jason Voorhees from the Friday The Thirteenth series of slasher films - not the nicest guy to meet on a trip to the Big Apple! To celebrate the game's release, those awfully nice people at Ocean are offering a superb video recorder and a cluster of martial arts films to tie in with the game's fightin' theme. Just thing you need to relax when you've smashed seven shades out of a few baddies and are suffering from a strained joystick finger! In addition, twenty runners-up will receive a copy of the game when it is released. OK, so what do you have to do? Well, it's match-the-screenshot-to-the-correct-game-title time again! Shown here are five sections from recently-released or soon to be released Ocean games, and you've got to match the right piccy with the right photo - easy, huh! Then, when you've written your answers on the form provided, pop it in an envelope and send it to our new address, marked:-

**SHADOW WARRIORS COMP
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The answers to the Ocean competition are:

Answer 1. Piccyis Midnight Resistance.

Answer 2. Piccyis Adidas Tennis.

Answer 3. Piccyis Shadow Warriors.

Answer 4. Piccyis Ivanhoe.

Answer 5. Piccyis S.C.I - Chase HQ II.

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Amiga Action Competition Rules

You know the sort of thing... don't hassle us about compo prizes, don't ring us up whinging if you don't win. Us lot and anyone at Ocean can't apply (damnit!) Just see last month's if you don't believe me. One last point, a full list of all the compo winners since issue three will be printed next month. Sorry about the delay but the move caused a lot of mayhem and time-wasting.



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OVERALL RATING

74%

(Right) They say that ninjas are deadly with their fists, and to begin with, you must make sure you knock the opponents for six by either punching or kicking. Later on, you can pick up sword to slice the oncoming thugs to ribbons!



(Left & left below) Most levels are sometimes blocked by Coke machines or telephone booths, which hold useful items if they can be picked up. The idea is to kick the oncoming henchmen into the objects thus setting them ablaze and destroying them. The result is a small but helpful icon, such as extra time or energy.



(Above) Using your agility to the full, you leap up and grab a nearby lamp post. To gain momentum, swing back and forth, and any poor fellow that meets your kick will fall to the floor!



(Below) The graphical standards on Shadow Warriors is exceedingly high, with beautifully animated sprites and colourful backdrops. For instance, the six levels take you from the whites of nearby mountains and down to the centre of the Grand Canyon.



(Above) Once again the usual end-of-level guardians make their appearance, but they pack a mighty punch and stand over twice the height of your good self. No need to worry though, because they can be hurt like everybody else, and the bigger they are, the harder they fall.

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SHADOW WARRIORS

There must only be a very small percentage of games-players throughout the world who haven't played a beat'em-up of some sort. However, if the subject was changed to games that were actually decent, the case would be totally different. Ocean hope that their latest, Shadow Warriors, will be added to the list of classics. You play the part of a Ninja who has had the martial art techniques handed down to him

from the distant past, and now he must use them in the American metropolis. There are six fighting areas in total, all off which are some of the toughest neighbourhoods in the States. Throughout level you will be assaulted by numerous assailants that sport a large array of weapons, which can range from thugs that try to punch your lights out to henchmen that swing a heavy spiked caber in

STEVE

The sheer number of moves in Shadow Warriors raise it above dross such as Dragon Ninja, unfortunately, it suffers from being slightly too hard. The graphics are close to those of the coin-op, and the sound is more than adequate - but all these plus points are wasted when it is extremely difficult. I felt that the conversion would have been more playable if it was easier. Still, fans of the coin-op and other beat'em-ups shouldn't let this one pass them by.

GRAPHICS

As close as you could ever wish to the arcade machine, the characters in Shadow Warriors are superbly animated. Features, such as swinging from lamp posts are well implemented, and look superb.

80%

SOUND

The sound effects are a little on the weak side but, overall, come across quite nicely. In addition, the game opens with a suitably oriental tune.

64%

ALEX

There is nothing that I could find in Ocean's Shadow Warriors that made it any different from the other numerous beat'em-ups. The graphics and sound are good, but I think that a game of this genre needs playability rather than graphical effects. A rather average, although quite enjoyable game, that I think only beat 'em-up fans will enjoy to the full.

your direction! The joystick is used to our Nippon hero, using a combination of joystick moves and tapping the button to execute walking, jumping somersaulting and any of the attack moves, such as a round-house kick or, if you have have picked up a weaponry icon, the weapon that you are presently carrying. You can also use nearby objects, such as lamp posts, to swing on and kick your

opponents! At the end of each level, you must use your skills as a vigilante to defeat an even meaner nasty that is intent of dealing you a killing blow!

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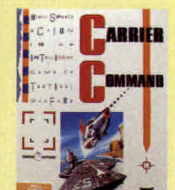
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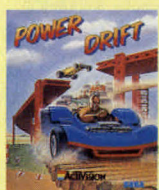
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• **Myth.** Written by Magnetic Scrolls, authors of The Pawn, exclusively for members of Official Secrets. Myth is a small adventure set in Ancient Greece. In it you'll meet The Ferryman, cheat Death and face the nine-headed Hydra. Myth includes the famous Magnetic Scrolls parser and graphics and is included in the price of membership.

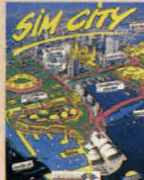


Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!"

Myth Ratings: Crash 91%, CU 90%, Amiga Format 87%, TGM 85%

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Of Drakkhen, **ST Action said:** "Drakkhen really impressed me. For me, the game was a subtle cross between my all-time favourite, Dungeon Master, and the SSI fantasy role-playing games. The graphics are superb.... Overall, Drakkhen is an excellent RPG, one that will take quite some time to beat" and **Zero said:** "Absolutely brilliant!"



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LARRY III

SOUND

Music ranges from a piano solo whilst in the presence of Patti, from dance music whilst working out in Fat City. As with other Sierra games, the Roland music module can be added to greatly improve the already good sound.

79%

Lovable Larry Laffer is back in this, his third escapade, still strolling around in his white polyester leisure suit and looking for a good time. Once again, the nerd of nerds attempts to horrify the more squeamish amongst us with the sexual hilarity that is to be expected from Al Lowe. As in the original, five questions test your age (or rather your knowledge), and the more you answer correctly, the filthier the game becomes!

The scene is set with Larry standing on the tropical island of Nontoonyt, dressed in the Hawaiian attire that you would expect from a tourist! Larry's wife, Kalalau, has dumped him for a Amazon cannibal slot-machine repair woman(!?!), so Larry has to find his nooky elsewhere. Still, he night is young - even though Larry isn't - and the women are in plentiful supply, so what are you waiting for!

As the sun streams over the glistening palm trees, Larry stands by two telescope that faces into the island complex. A quick glance reveals a scantily clad cutie who shows her assets to anyone and everyone! Of course, you gain points for drooling at the gorgeous female,

but you're not here to gaze at passers-by. After your previous adventures, you seem to be a little worse for wear and your waist size is constantly increasing. Thankfully, Fat City is at hand to hopefully rid you of your beer belly in exchange for some pulsating pectorals! A blue comedian is on hand to tell jokes about the three ethnic minorities of your choice, or if

that doesn't take you fancy, you could always try the casino. Instead of gambling your money away on countless games of blackjack like you did in the first of the series, you decide to watch the cabaret, and if you're lucky, you may be in with a chance with Cherri Tart, the exotic dancer that will perform for you!

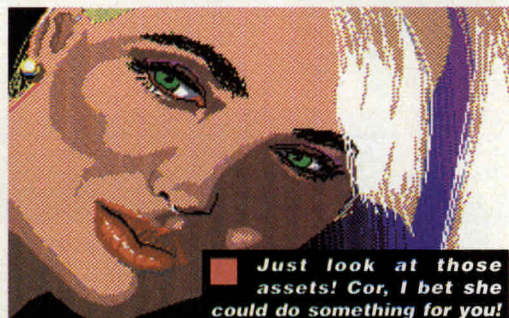
The unique feature of this

game is the fact that you change roles halfway through the the adventure. Larry falls desperately in love with Passionate Patti, only to find out that she whispers another man's name in her sleep. Feeling

Well, here it is Larry, the land you created. Nontoonyt is no more the quiet island you used to know, but instead you've turned it into a industrialised concrete jungle.



(Above) Way to go, Larry! Your luck is certainly low to begin with as your boss, who is also your ex-wife's father, fires you on the spot. The news bowls you over (or rather he does!) and you hope that things can only get better.



Just look at those assets! Cor, I bet she could do something for you! Meet Bambi, the Fat City aerobics instructor with more curves than the Monaco racing circuit!

ALEX

I think that the Larry series are by far the best Sierra games on the market, offering the hilarious humour of Al Lowe's with a lovable, although nerdish, main character. Larry III is a worthy addition to the already classic series, and where the other games have fallen slightly short of the mark, this latest one has improved (no long 'hands off' sequences as in the second game). If you found the first two fun, you'll love the third. A brilliant game.

Score: 505 of 4000

Leisure Suit Larry 3

Look at the size of them, you exclaim to yourself when Cherri Tart struts her stuff in the Casino Cabaret. With your good looks and being such a snappy dresser, you should be in with a chance.



GRAPHICS

The graphics on this Sierra adventure are brilliant; much better than the others in the series. Larry and Patti must explore numerous well-drawn locations before they can meet with a Passionate embrace at the end of their perilous task.

84%

offended, Larry walks off into the stretching bamboo jungles of Nontoonyt in search of action. When Patti awakes, she realises Larry has left and decides to start the long trek in search of her dream lover (are we talking

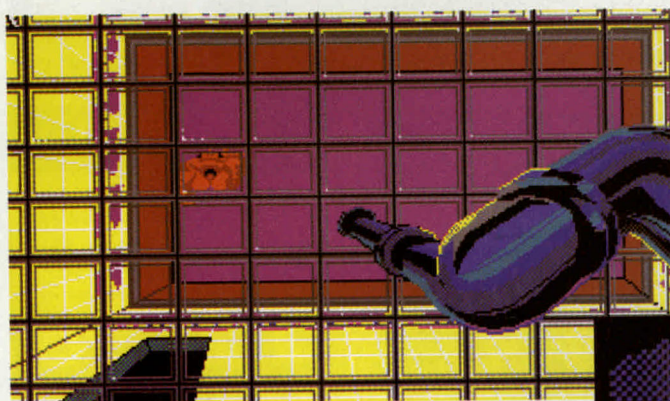
STEVE

I really enjoy the bawdy humour of the Larry games and this, the third game in the series, is by far the best of the trilogy. The graphics are every bit as good as those in the second game, but this time there aren't so many annoying hands-off sequences. The puzzles start off fairly confusing, but after a few objects have been found and you start to get into the swing of things, it all starts to fall into place. The best of a brilliant series and my personal favourite of the Sierra games.

about the same guy here?). Little does Patti know, but Larry is being held by a group of native girls that are trying to turn our hero into a sex-slave to a group of Amazonian natives!

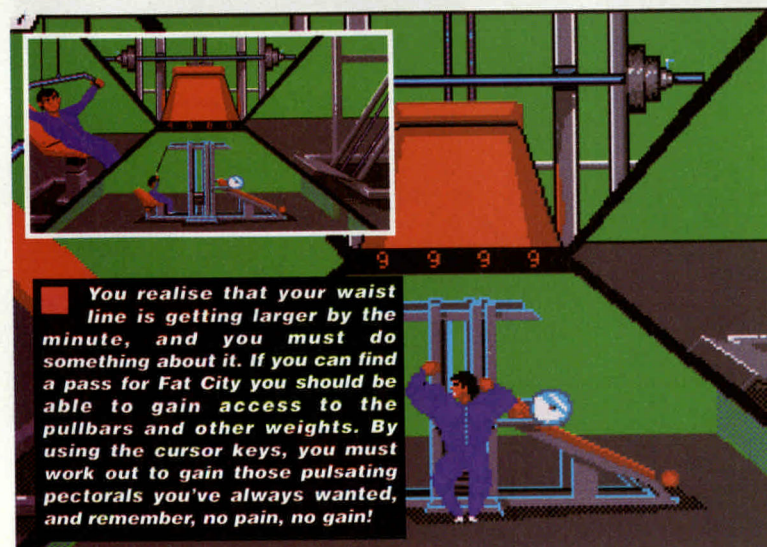
A brief magazine is present instead of the usual protection system, and it plays a vital part in the game, giving vital information on parts of the

game that may seem unclear. Other Sierra characters make an appearance, with Roger Wilco sitting at the bar and even Al Lowe at the comedians club. Larry has a tough task ahead of him, trying to improve his somewhat nerdish image, and the fact that the girls play hard to get doesn't make it any easier!



(Left & below) It is apparent that the humour in Larry III is very near to the knuckle, although the odd 'censored' block may appear to calm the more squeamish amongst us. This style of pixelised pornography may offend, so if you find nudity unappealing, you'd best steer clear of this one!

(Below) Jokes galore can be found at the comedy hut, where a rather funny blue comedian will tell jokes about your first three choices of ethnic minority.



You realise that your waist line is getting larger by the minute, and you must do something about it. If you can find a pass for Fat City you should be able to gain access to the pullbars and other weights. By using the cursor keys, you must work out to gain those pulsating pectorals you've always wanted, and remember, no pain, no gain!

ANDY

The original Leisure Suit Larry was one of the first games to make me laugh, because the brilliant use of humour, but I felt some of this had been lost in the second. Thankfully, all the bawdy humour has been restored in the third, and although I felt that the difficulty had been reduced in comparison to Larry II. This is a definite step in the right direction for Sierra-On-Line, and if they keep the puzzles hard and the supply the endless risqué humour, they can't go far wrong.

AMIGA ACTION

OVERALL RATING

82%



If you have a keen enough eye, you may be able to spot some of the guest appearances made by Roger Wilco (featured in the space quest series) and even Larry's creator, Al Lowe!

THE PLAGUE

STEVE

Superb graphics have been the high-point of past Innerprise games, such as Hybris and Battle Squadron, so it was with some disappointment that I saw the large but unimpressive sprites in The Plague. In addition, compared to their past hits, the gameplay of Plague is pretty dull. The game starts off fairly interesting, with some nice attack waves and creatures, but these repeat themselves too often, appearing at least twice per level. Not bad, but the emphasis was obviously on graphics rather than lasting appeal and gameplay.

It all started off as a breeding ground for genetically enhanced species, and everything seemed to be going fine, that was until they discovered the Plague. Somehow, though, the Plague had managed to evolve unnoticed, and now its presence is rife within the planet's breeding grounds. Unfortunately, due to the Plague being discovered so late, the various species have become hideously mutated and extremely hostile. The Plague must be somehow contained before it can spread across any more of the

planet, and then the high-tech laser-sharp surgery must be used on the infected beings in some hope that their lives might be salvaged.

Starting at the border of the breeding grounds, you must make your way forward with only your laser-gun to aid you. Your gun shoots several low energy bullets each second, but if you keep the firebutton depressed, the laser's energy will be stored within the muzzle of the gun so that, when you release the button, one large laser bolt will be fired killing everything that it comes into contact with. To make your task easier, a selection of different add-ons have been dropped into the breeding grounds and, when found, they can be attached to the end of your gun so that the laser blasts can be directed in various directions, so that it will combat the selection of monsters ahead with better effect. However, these extras only last for a limited period of time and more care should be taken in your shots or they could run out when you still

need it. Smart bombs are also available and these can prove to be lifesavers in certain parts of the game. Upon activating the smart bomb, several deadly spheres will appear and kill anything on the screen (with the exception of end-of-level monsters), the smart bomb also makes you invincible for the period of time that it lasts but during this time you cannot move or fire your gun.

As well as the various species of creatures, the landscapes that you will be passing through has also been affected by the terrible plague. Some of the plants and shrubs have also been contaminated and have been turned into man eaters that will stop at nothing to make you their meal for the day. The fresh running streams have also been polluted and the slightest contact with them will result in the loss of some energy or even death. At the end of each of the four levels you will encounter a large Plague infected monster that will halt your

DOUG

The Plague is a worthy follow up to Innerprise's previous titles Hybris and Battle Squadron. The graphics and sound are of good quality, and the gameplay is every bit as good. The levels are well put together and pose quite a challenge. Also, the idea of using your signature on the high-score table is a nice, novel idea. If you like a good arcade-style shoot 'em-up, The Plague's the one for you.

SOUND

Quite a nice soundtrack at the beginning of the game, and no less than forty-two in-game effects!

75%

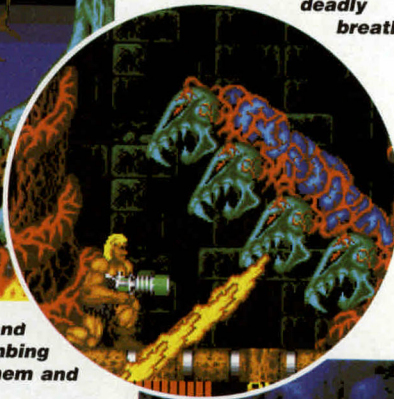
Extra weapons come in very handy and are dotted regularly within each stage. They don't last forever, though, so be careful not to use them up too quickly.



(Below) Fire-breathing heads block your path and seem to be totally unaffected by your gun. Climbing the rope in between them, you manage to dodge them and continue your mission.



(Below) The end-of-level monster steps forward and begins his fiery assault. High-powered laser blasts are most effective, but don't forget to dodge his deadly breath.



The lifts are especially useful when making your way across the deadly rivers. But don't stay on them too long or they will disappear and you will fall to your certain doom.



Approaching a nearby well, a horde of bouncing eyes suddenly jump out and bounce in all directions. A few blasts from your gun should dispose of them.



progress through the grounds. All your resources will be needed here if you are to survive, but until the creature has been destroyed you will not be able to continue and the Plague will have triumphed.

ALEX

The Plague looks as polished as past Innerprise games. Although not as detailed as, say Hybris, the large sprites move well and quite fast, and the action is unrelenting. Each level contains a lot of nasties and traps, but I did find that the play area and its contents tended to repeat themselves. Each level's meanies repeated from level to level, so a little more variation would have been appreciated. Still, an enjoyable - if untaxing - romp.

GRAPHICS

Very good graphics, but somehow the animation seemed a little lifeless.

81%

Generators can be found scattered throughout the levels, and when you do have the misfortune to come against one you shouldn't waste any time hanging around.

(Below) The longer you hold down the fire button, the more powerful your laser blast is - a la R-type. Powering up changes your gun's shape completely, and wipes out anything in its path.



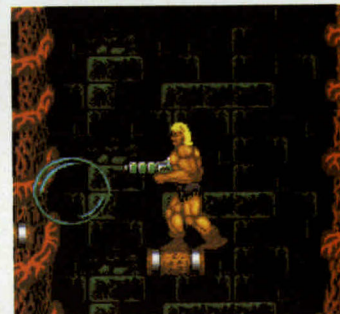
(Right) Smart bombs prove essential for dealing with the larger end-of-level creatures, but be careful with them because you don't get that many.



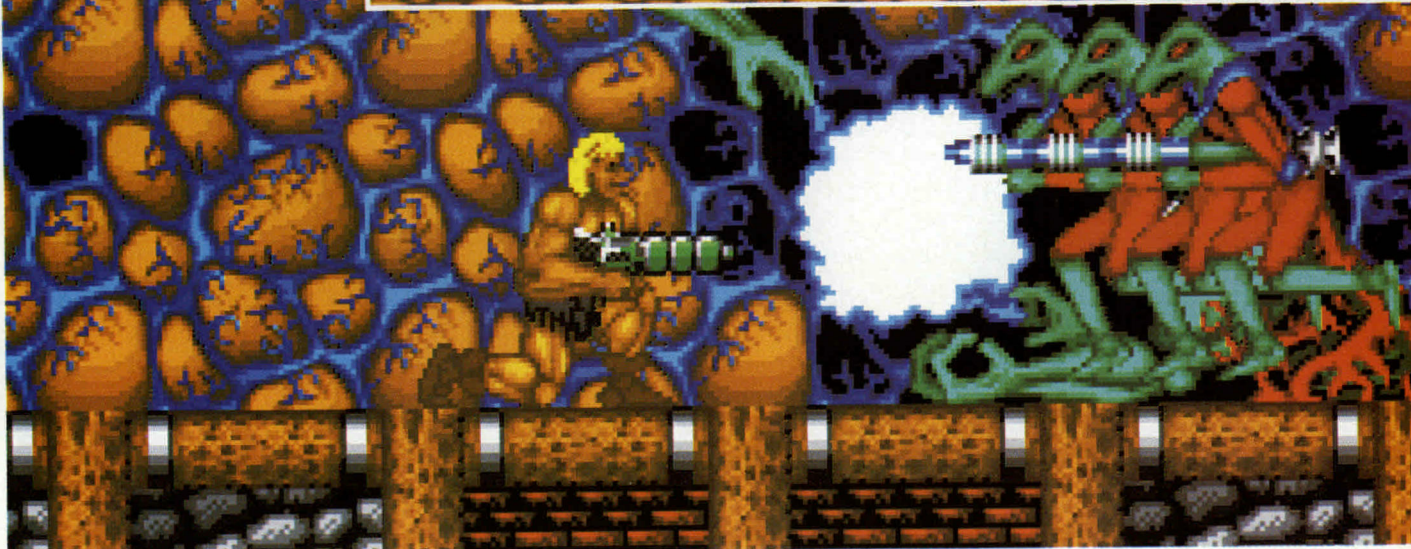
OVERALL RATING

77%

Toxic bubbles rise from the murky depths of the polluted rivers to hinder your path even more than it already is. But with some careful timing or a quick blast from your gun you don't find it difficult to avoid them.



There's a whole horde of different monsters out there waiting for you, and all of them have the Plague. So when you meet them, shoot first and vacinate later.



GTGA: COLORADO

Last month we printed the first part of the solution, and now, just to show how zany us lot at Amiga Action are, this month going to print the second part!

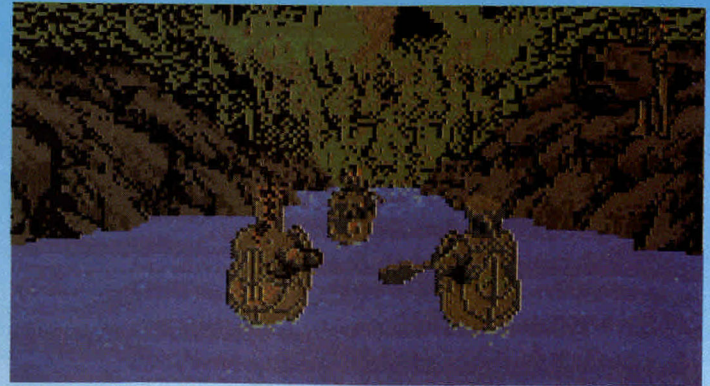


MAC BIGGLE

Swap the nuggets and the big nugget. Right, second fork: take the one at the back behind the tents. Make sign of peace to the medicine-man, then find out what the parchment says. Go back to the first fork, take the lower road in front of the tent. Fight the giant in the same way as you did the bear. Go right, make the sign of peace to Chief Two Moons, find out what the parchment says; return to the canoe.

IN CHEYENNE COUNTRY

Right (twice) - jump over the fire, turn right. Pick up skin (if the icon is not available, put down the object, pick up water skin, swap it at Biggle's store for gunpowder, change the powder horn, pick up object you put down). First fork: take the upper road.



TERROR IN THE WOODS

Move right (four times), kill an Indian, right, Mac Biggle, kill the chief and take the necklace and skin.

MAC BIGGLE: Swap the necklace and skin. The silver bullet and potions can be left there; the powder horn can be swapped and you can drink a potion.

Return to the third room in the forest and take the passage at the

back to the right of the rock. Climb the mountain and fight the indian (you can avoid him but be careful of the sheer drop). Archer in the next room: reload the gun beforehand, crouch down on entering, cause the archer to shoot an arrow with standing/crouching action, then use the gun. Jump and then right

THE MEDALLION OF COURAGE

Return to Chief Two Moons and put down the papoose. Recover the medallion. Take canoe at the beginning of the camp go back to the forest. Move back up the mountain; save in the cave and leave the cave by the right. Keep on going right killing all animals you encounter.

TWO MOON'S SON

At the foot of the peak, save and then climb the mountainside to the level of the sticks. Climb and at the top fight the condor. Take the papoose. Return to the mine; return to the cave using the lift. Go back down the mountain, pick up the silver bullet you had put down. In the second room in the forest, use the passage behind the large bush. Left, reload the gun and kill the indian using either of your weapons. Right, jump, right.

POCAHONTA'S GOLD MINE

Right, place the medallion in front of chief, the passage opens, and that's it - you've completed Colorado.

IN THE KINGDOM OF THE DEAD

Save again. Passage behind the burial-place on the right. Note the contents of the parchment, go right, pass in front again and to the right. Kill two wolves, right. To kill the lone wolf, load the gun with the silver bullet, take two steps to the right then use the gun, shooting low. Because you have the medallion you will not be hurt by the Great Spirit; take the canoe.

POWHATAN'S CAVE

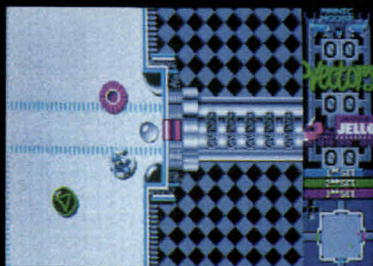
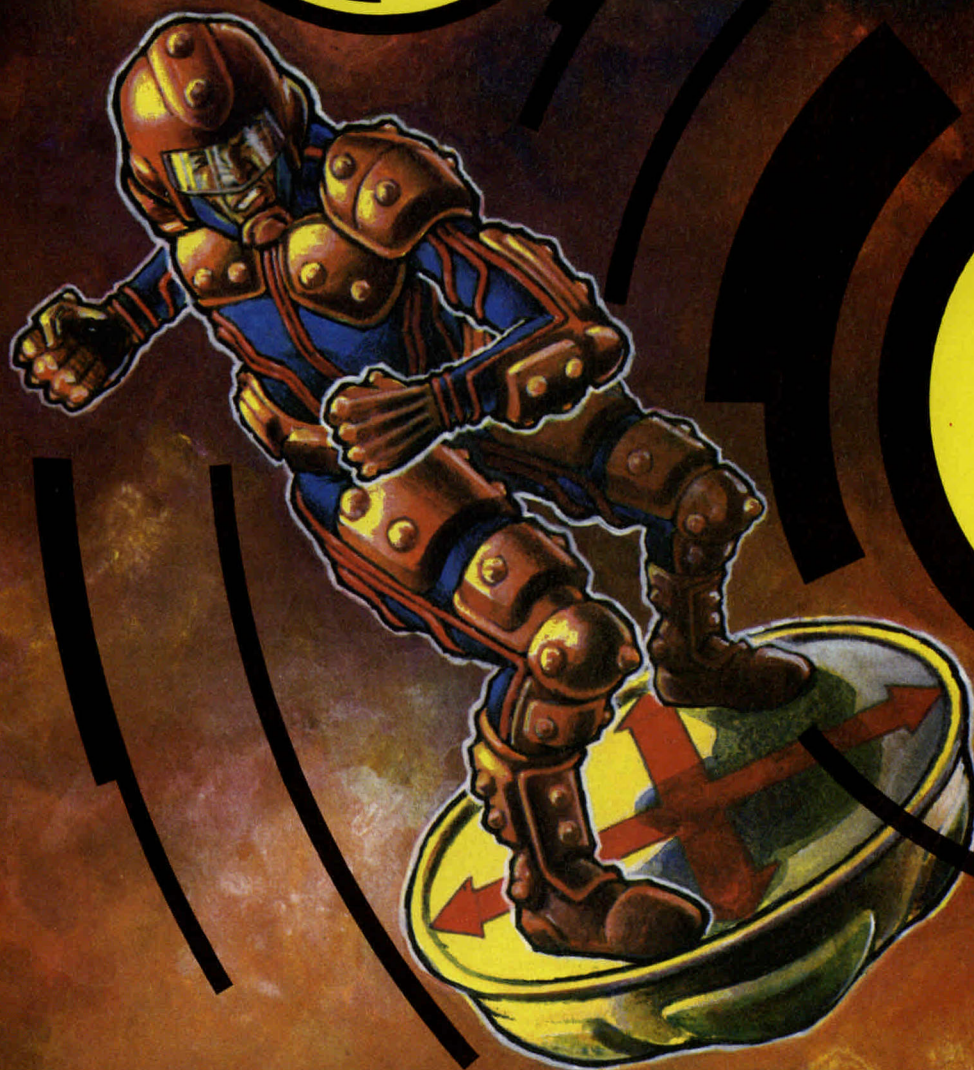
Save your position. Take the right blind alley and climb at the bottom. If you take the right, kill the bear with the dynamite and the gun or in the traditional way. Return to the left and choose the barrel on the extreme left (move back to avoid the blast of the explosion); the Passage of the Great Cross is open. Left and take the lift. Return to the mine. Go back to the fork then go to the back to return to the peak.

Well, there you have it! Yee-haww, after months of wandering (well, two anyway!) through injured territory, you've finally completed Palace and Silmaril's Colorado!

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GTGA: NINJA SPIRIT

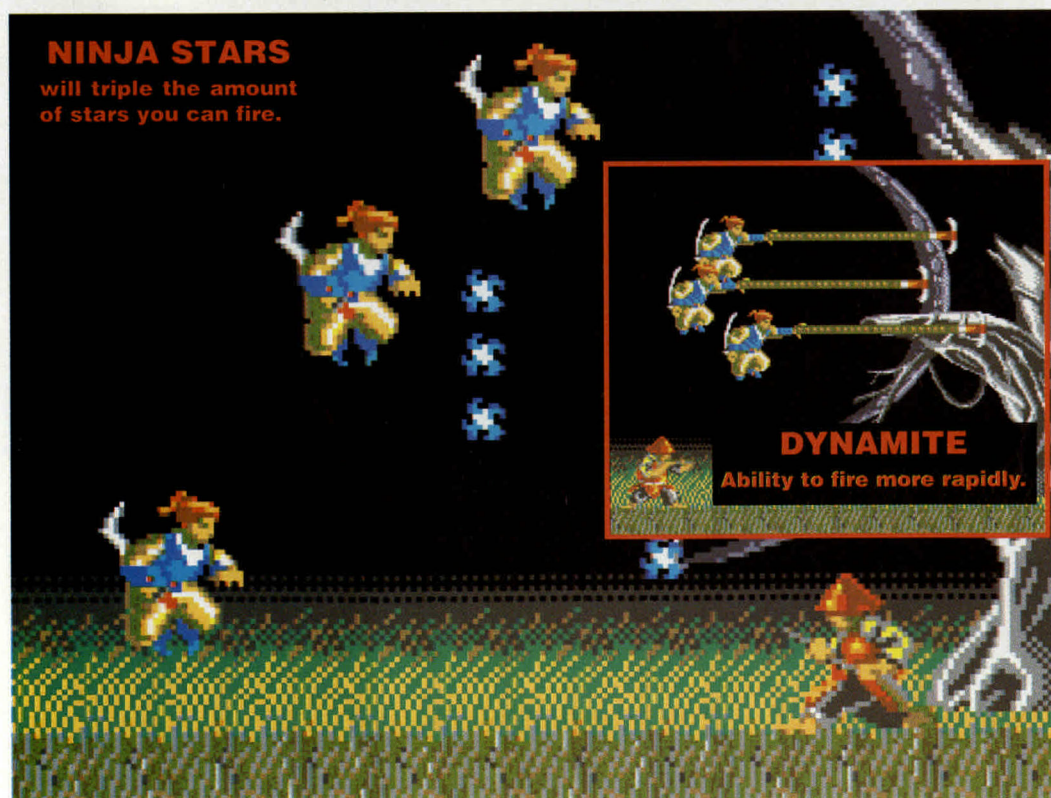
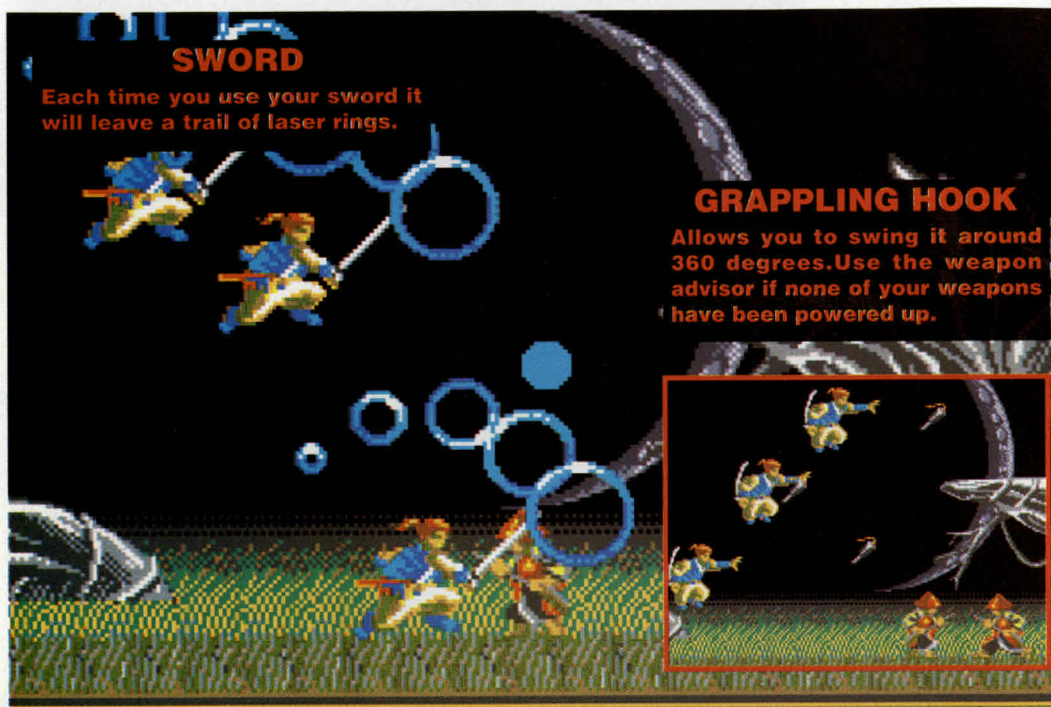
GENERAL TIPS

At all costs kill the gold ninjas, as the various orbs they carry are vital if you are to complete the game. Blue orbs will give you an invincible spirit (maximum of 2); while green orbs will power up the weapon you are using, however, if this has been powered up then then it will power up the next weapon, and so on. If all your weapons are powered up then you won't gain

Being a ninja isn't just throwing shurikans and disappearing in clouds of smoke, and battling evil everyday isn't as easy as everyone makes out. Good old Henry Clark from the development team, Images, has written this players guide to help you chaps out there who are having a few problems.

anything by collecting the orb. Gold orbs will give you an extra life. Red orbs will give your spirits an indestructible fire rope. When

a power up is collected you and your spirits' weapons are powered up as follows.



LEVEL ONE

As your ninja falls at the beginning of the game type 'NO HUNS AT HAMPDEN AND NO SKOL AT IBROX' before he lands. This allows you to skip levels by pressing the keys 0-9 at any time. However, this is harder to type in that actually playing the game. Power up your sword to initialize the laser rings. When walking across the water use the rings to protect you from the knives that the ninjas throw down. Don't jump over any of the red sorcerers as they will attack you immediately. At the end of the level you will be safe safe standing just inside either of the pillars. While here, hit the pillars with your sword or grappling hook. As soon as they explode the Buddha will start to rise from the ground. As it rises, hits to it are not acknowledged, so use this short delay to move to the centre of the screen and select a new weapon. If you have spirits and a powered up sword use this, otherwise use the dynamite. Only a few good hits are needed to kill it.



LEVEL TWO

As usual collect as many bonus orbs as possible. The red ninjas throw only once, so don't worry about killing them after after they've fired. The wolves and fireballs will kill you upon contact so keep away from them. On reaching the end of level the treecrawler will appear in the centre of the screen. As soon as it moves climb up to the top right most branch just off the screen. Every time the treecrawler jumps past fire some dynamite. Take your time as you are safe standing here.





LEVEL THREE

Stay clear of the beige sorcerers while they are carrying their staff as they could throw it at any time. When they throw it in the air move in for the kill. Musketeers are harmless until they stop take aim and fire, so try to kill them when they are running to another firing position. There is a fire rope to be had on this level, it is especially

when fighting the green ninja at the end of the level. When fighting the green ninja draw him towards you by waiting at either side of the screen. Just as he is about cut you in two jump over him and take as many shots as him as you can. Keep repeating this manoeuvre until he is eventually defeated.

LEVEL FOUR SECTION 1

The pink ninjas on this section only their grappling hook at you when you are in range. As they appear on the screen, alternate between running along the ground and ceiling. As you do this the swordman will follow. Try to avoid them and last out to the end of the section.



SECTION 2

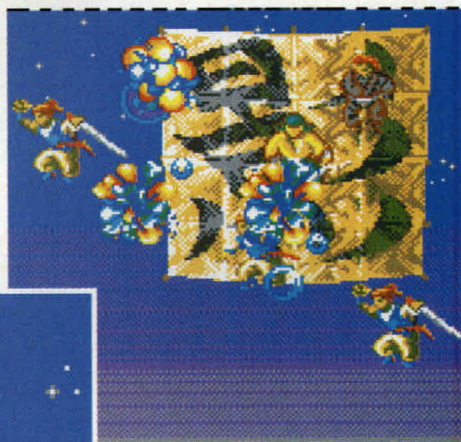
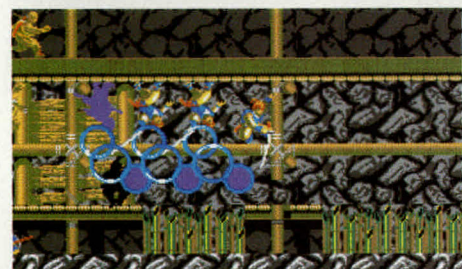
Stay on the ceiling when possible and keep well away from the bamboo spikes. Keep an eye on the beige ninjas above as they will try and stab you through the ceiling.

SECTION 3

Run and jump your way to the end only stopping if your life is threatened. Don't waste any time as they falling wall will flatten you for sure. When the moving stones slide down at the end of the level stay on the ground to draw them towards you. They're not patterned so they will work together in an attempt to squash you. Go all out with the laser rings or dynamite to blow up the lanterns attached to the stones in the first few seconds or the stones will squash you for sure.

LEVEL FIVE

Weapons are not really needed when scaling the mountain. However it will take some practice and planning to find out where the poisonous gas leaks from the cracks in the mountain. When fighting the kite at the top of the mountain aim for the ninja in the middle as he is the one flying it. The other ninjas will reappear when killed until the one in the middle is killed.



LEVEL SIX

Good Luck! We can't really offer any help here, as speed is of the essence!

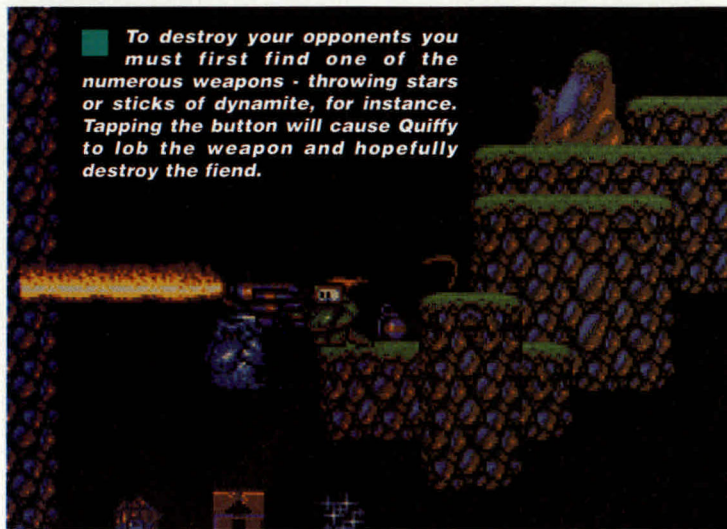
LEVEL SEVEN

Don't try to kill the wizard as he requires 300 hits. Again, practice is required to find out where the poisonous gas leaks out. When you descend to fight the warlock, keep to the right. You will have to move left at least once. When you do move right again dodging the undead ninjas. The warlock fires fireworks from his crystal ball every few seconds. Draw them towards you as they fizzle out fairly quickly. When this happens fire dynamite at the crystal ball. Only a few hits are needed to defeat him. When you've killed him you can now watch the very nice end sequence. I hope this have been useful and that you enjoyed the game.

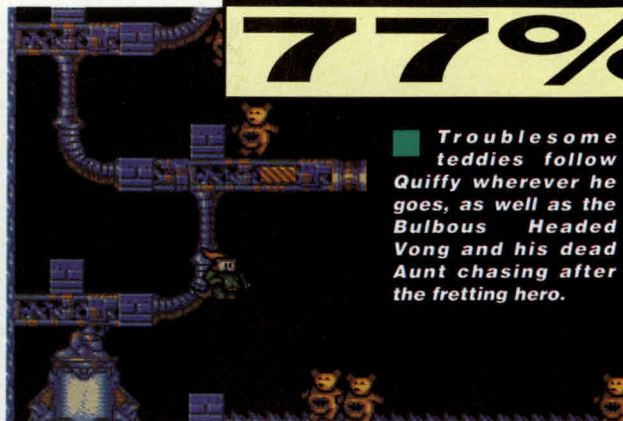
OVERALL RATING

77%

To destroy your opponents you must first find one of the numerous weapons - throwing stars or sticks of dynamite, for instance. Tapping the button will cause Quiffy to lob the weapon and hopefully destroy the fiend.

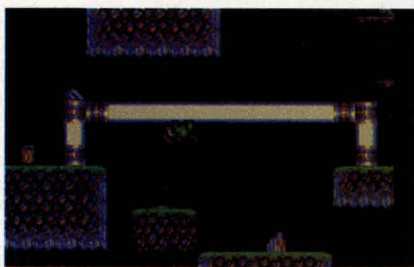


Troublesome teddies follow Quiffy wherever he goes, as well as the Bulbous Headed Vong and his dead Aunt chasing after the fretting hero.

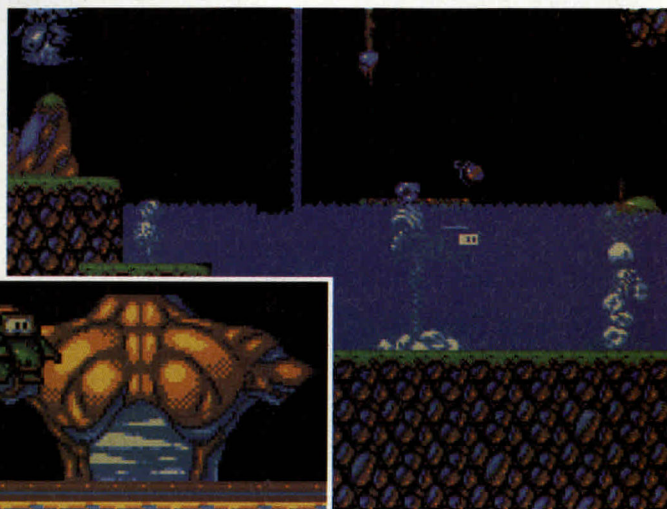


(Below) Quiffy throws on his goggles, takes a deep breath and dives under the surface. Through the murky depths he spies the waste he must collect. Hurry though, because his air supply is running out!

(Left & below) Luckily, Quiffy has sticky feet which enables him to scale vertical walls and even walk along upside-down. This is handy for avoiding the nasties and collecting trash that is otherwise unreachable. Lasers span large chasms allowing you to cross them, although one or two patch of ice could stop you from making god progress.



(Left) To gain access to the next level, you must first collect all of the litter left by the ancients and the evil ones, before locating the exit portal and jumping through!



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FLOOD

In the dark, dank caverns beneath a distant planet's surface, there once lived a rather small creature that answered to the name of Quiffy. Quiffy was a pogo-like beastie who roamed the underworld in search of litter. Why, you may well think? Trash was the main content of our little friend's diet, and thankfully the ancient race left many a tin can that can be collected. But there is problem - Quiffy's cousins have decided to

invade his space and are now over-running the poor little soul. The Bulbous Headed Vong and the Psycho Teddies have waged war on our friend and his fellow counterparts and have eliminated them, leaving Quiffy as the only 'blob' to survive. And, to add to the mayhem, the Taps of Wrath(!?) are being reworked and the caverns are beginning to flood. Being the able bodied chap that he is, he can climb the walls like a fly, as

STEVE

This is the last sort of game I expected Bullfrog to produce after Populous. That's not to say that Flood is bad - quite the opposite, in fact. Each level is cunningly designed, and inhabited by all manner of deadly creatures, making Quiffy's litter collecting far from easy. The graphics are superb, with nice bright explosions and cute but deadly nasties, and the sound is suitably wet. An excellent platform game that shows how flexible Bullfrog are.

GRAPHICS

Colourful, although, slightly repetitive backdrops that look effective. The sprites are equally good, with some nice animation on the various sprites.

72%

SOUND

Brilliant watery effects raise Flood above your average platform romp. Sampled bubble noises reminiscent of when you're in the bath add humour. Whereas the explosions add to the more serious side.

76%

ALEX

Bullfrog's previous history of games is brilliant, what with the commendable Fusion and then the highly popular Populous. Now they have produced a good arcade action game by the name of Flood. The gameplay is addictive, and plays extremely well. Likewise, the graphics and sound are brilliant - what more could you ask for? Definitely worth a look, and yet another superb game by Bullfrog.

well as being able to swim through the cool waters. His lungs aren't that big, though, so he can only stay under water for a limited amount of time before keeling over and dying. To complete one of the many levels, Quiffy must collect all of the rubbish that is scattered across the ground. To make the task harder, his cousins are throwing more of their litter about, but the ancient litter holds priority. Weapons can be found on

certain levels, and items such as grenades be picked up and used to disperse of the enemy. More often than not, Quiffy's deceased Aunt will return to the living and hunt our hero, before taking a life and disappearing.

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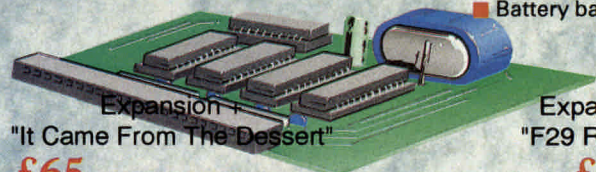


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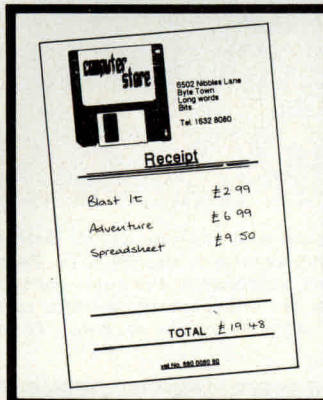
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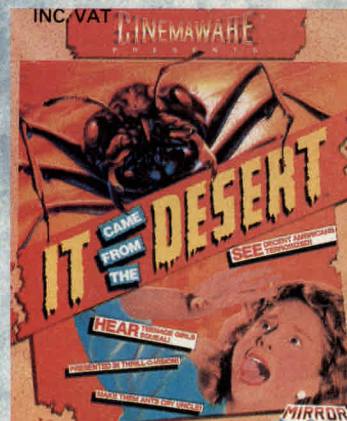
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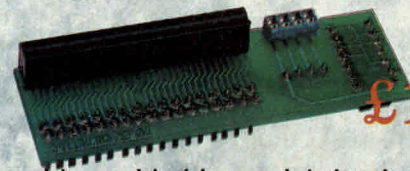
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GHOSTS 'N' GOBLINS

One of Capcom's earliest coin-ops, Ghosts'n'Goblins recounts the brave adventures of one Sir Arthur the Knight. Originally released on all 8-bit formats in 1984, Ghosts'n'Goblins' Amiga debut is long overdue, mainly due to programming problems; in fact, while Elite were busy putting the final touches together on Arthur's first Amiga adventure, U.S. Gold had released Ghouls'n'Ghosts - the hapless Knight's second foray into the world of the demonic! The story begins with our armour-clad hero out for a stroll with his betrothed when, all of a sudden, a nightmarish ice demon appears from nowhere, whisking the frightened girl away to his frozen lair. However, being the courageous hero he is, Arthur isn't going to take that sort of behaviour lying down and, gathering up his trusty lance and polishing his armour, he enters the graveyard where he intends to begin his search. Sure enough, no sooner has he started walking past the gravestones than the ground below him starts erupting, and decaying zombies start to claw

their way towards him - it seems that the ice demon has laid plans for Arthur's predictable rescue attempt, and is all set on thwarting his plans.

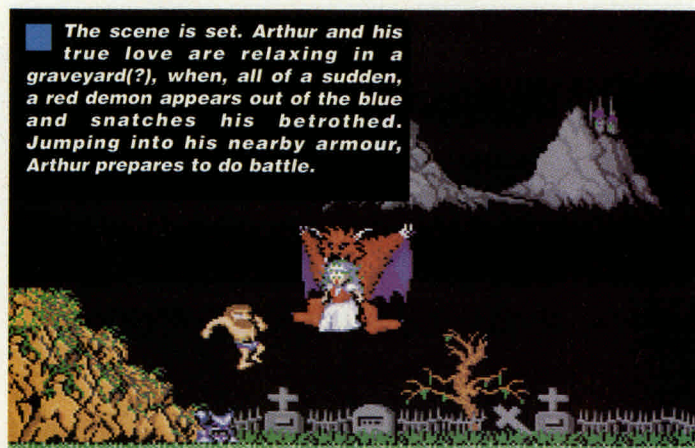
In all, Arthur's trek towards a final confrontation with the ice demon spans eight horizontally-scrolling levels, with Arthur doing battle with all manner of the strange reanimated creatures that have been sent to attack him. Our armoured hero is controlled using the joystick, with the directional controls sending him scuttling left and right and prompting him to jump or duck whatever is hurled at him, whilst the firebutton unleashes a stream of deadly lances in the direction he is facing. The enemy come in all shapes and sizes and range from winged demons to seemingly innocuous monks, but all are equally deadly, and must be killed with a well-aimed lance before they get a chance to touch you - should you miss, though, their first touch will cost you your armour, leaving you to rescue your bride-to-be in a grubby pair of underpants, and a second will kill you, reducing you to bones and costing you one of your seven lives. Not all of the odds are stacked against you, though, as certain species of zombies or monsters carry small bags and, if these are collected, additional weapons, such as fireballs and daggers, replace your lances, although some prove better than others.

Your battle will take you through many dangerous areas, starting in the aforementioned graveyard and culminating in a last-ditch battle in the ice demon's lair, with many other hazards, such as spitting plants, yawning chasms, and evil vultures, out to get you. Thus, only the bravest of knights will live to rid the world of the evil kidnapper for good - well, until he reappears in Ghouls'n'Ghosts, anyway!

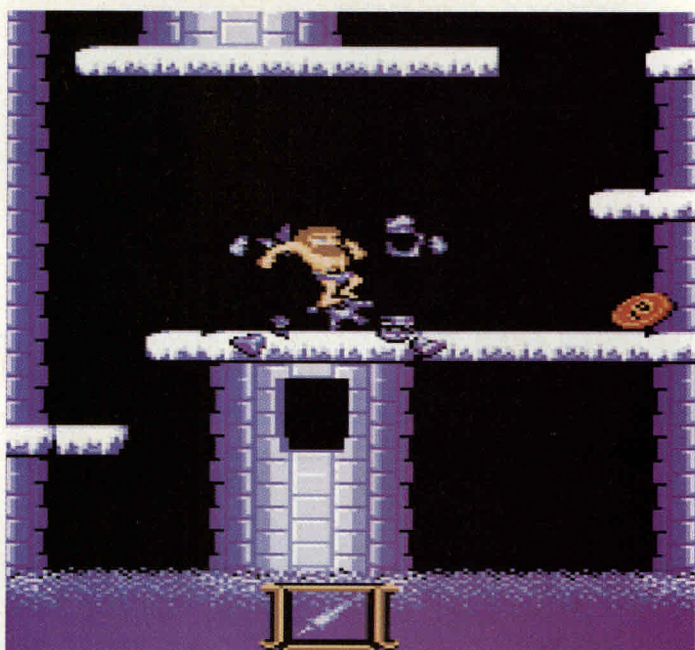
DOUG

Seeing as the coin-op is knocking on a bit now, I would have thought that a few of the annoying quirks in this long-awaited conversion could have been avoided. First of all, the vertical scrolling when Arthur jumps down-screen is terrible, and is hard on the eyes. Secondly, I thought that the repetitive in-game tune could have been better. Still, as conversions go, Ghosts 'n' Goblins is as close to the coin-op as you could hope for.

■ The scene is set. Arthur and his true love are relaxing in a graveyard(?), when, all of a sudden, a red demon appears out of the blue and snatches his betrothed. Jumping into his nearby armour, Arthur prepares to do battle.

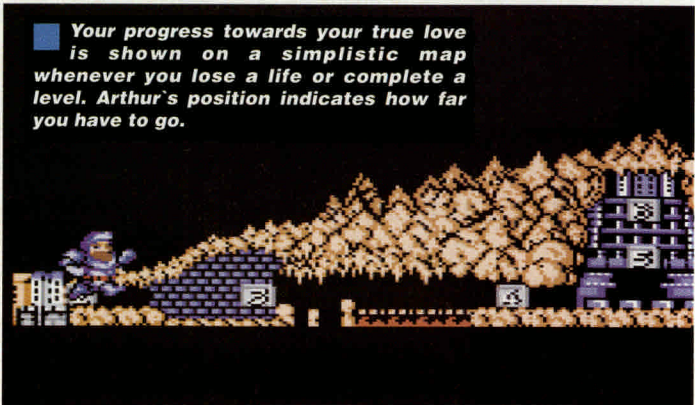


■ When bag-carrying nasties are killed, they relinquish whatever it was they were carrying. For the most part it is bonus-giving statuettes, but you can also swap your lances for fireballs or daggers if they are left behind.

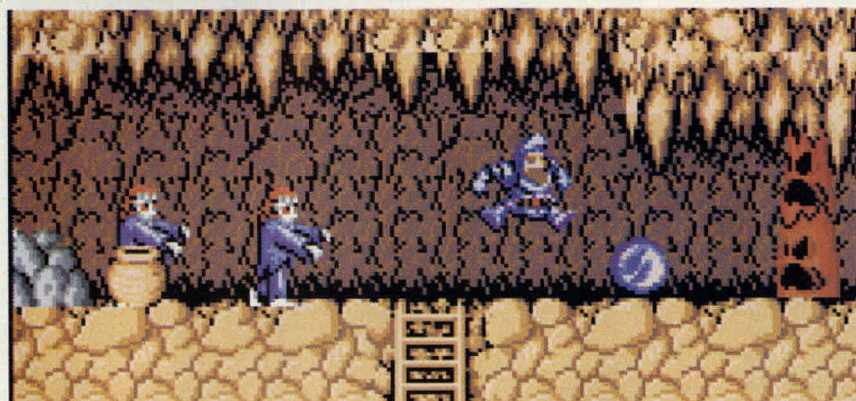
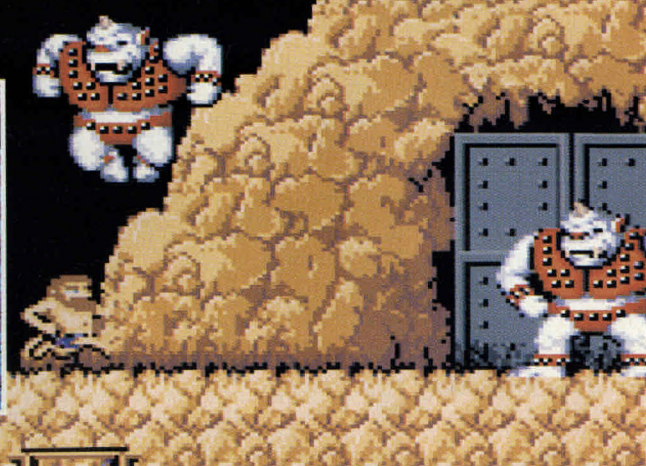
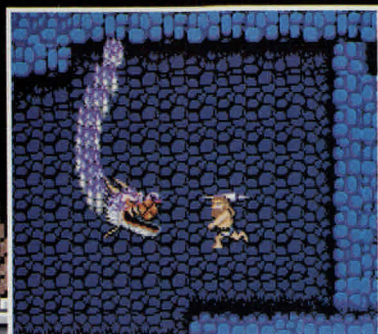


■ Contact with the various ghouls and demons sends Arthur reeling back, and costing him his armour in the process. From here on, our little hero is even more vulnerable, because contact with another enemy whilst still in his undies reduces him to a crumbling skeleton - and the only way to regain your suit is by completing the level.

■ Your progress towards your true love is shown on a simplistic map whenever you lose a life or complete a level. Arthur's position indicates how far you have to go.



■ All is not well when things start to get unusually quiet, as it normally means that a guardian is about to enter the fray. There are a number of these larger meanies, and they appear both midway through a level and at the end of it. The ones during the level are a doddle to defeat, but the keyholders who stand between you and the next stage require a full suit of armour and a lot of firing before they let you past.

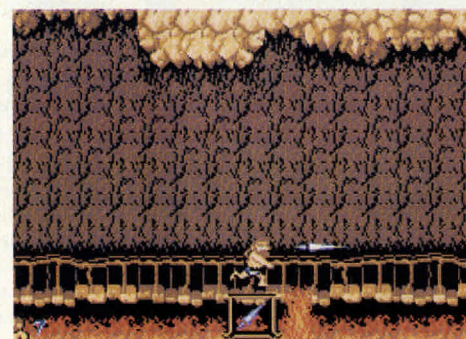


■ Once you have made it to the ice demon's lair, things start to get decidedly tricky. As well as the yawning chasms that kill an unsuspecting knight instantly, seeming harmless upright icicles spring into life, spewing deadly fireballs at you.

■ The haunted forest is inhabited by spear-throwing monks in white habits. If these were the only habits they had they would be easy to deal with, but unless you kill them as soon as they appear or take a risk and try to outrun them, they'll sneak up behind you and turn you into a kebab!



■ On later levels, things are made even harder (doesn't he ever start to wonder whether she's really worth it?), with the addition of cloud-like platforms that ferry you towards firmer ground. However, pixel-perfect timing is needed to negotiate these, or you'll fall to your doom.



■ Making a cameo appearance in the ogre-filled city is Elite's other conversion hero, Bomb Jack. Only this time he's on the baddies' side and is out to get you.



■ The one final obstacle between you and the final battle for your true love - a burning bridge! Fiery little mites appear from under here, along with deadly flames - not to mention another of those winged demons!

OVERALL RATING

72%

STEVE

Ghosts'n'Goblins seems to have stood the test of time. Although there is very little original about it, the game's playability carries it through. The graphics are spot-on copies of the arcade, as is the playability, but it is a little dated. There are a couple of annoying niggles with Arthur's controls, but nothing that ruins an addictive conversion.

ALEX

I remember playing *Ghosts 'n Goblins* on the C64 and was certainly impressed, and now the conversion to the Amiga seems equally good. Obviously, the graphics are better, being both bright and colourful. However, the screen jerks badly when the game's vertical scrolling comes into play, and the animation on ol' Arthur could have been better, but on the whole, a decent platform game.

SOUND

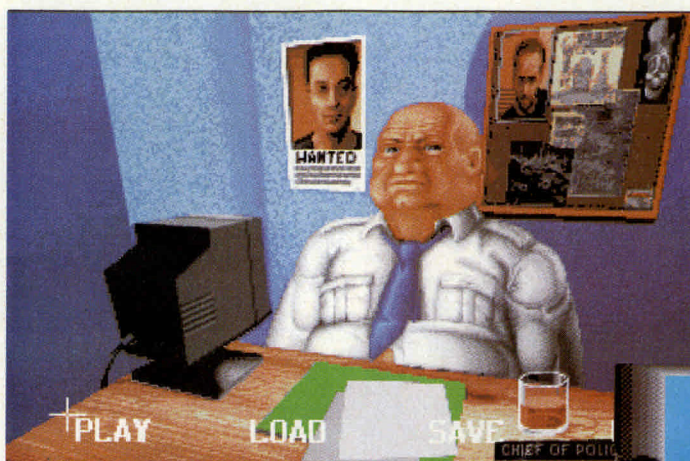
A pleasant tune accompanies the action, but effectwise there isn't a great deal to mention.

69%

GRAPHICS

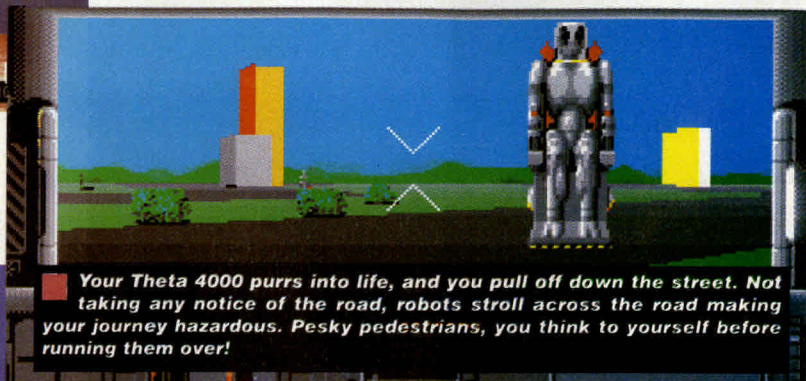
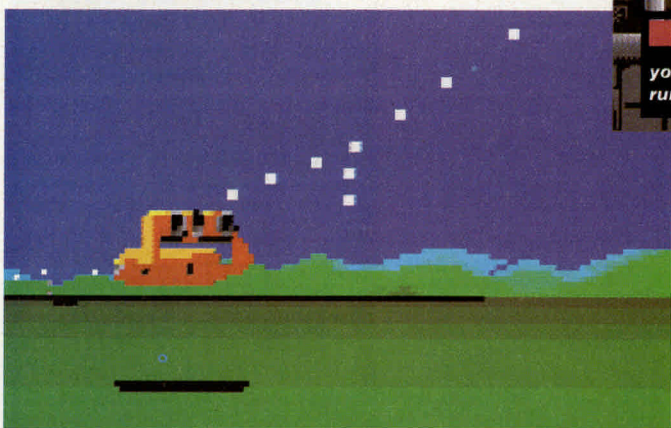
Practically identical to those of the coin-op. However, they do seem to have dated a little.

74%

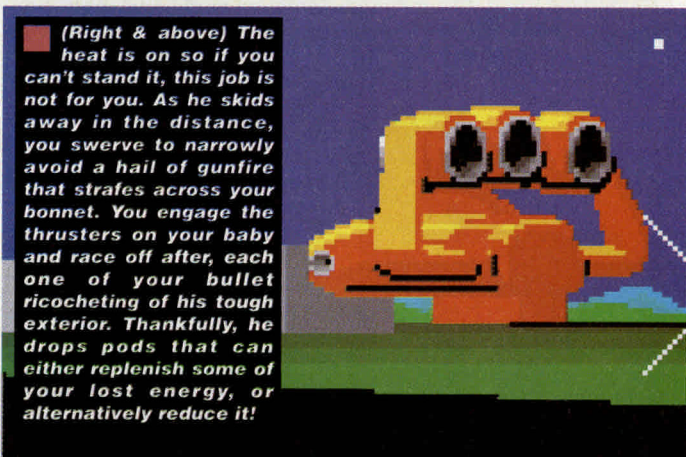


■ (Above) The detail on Resolution 101 is superb, with each criminal shown wincing every time you shoot them. Incidentally, the small digitised picture in the corner of each screen is that of one of the production team!

■ (Right) The Sheriff looks at you in disgust, wondering why the force is having to refer to the help of the likes of yourself, then proceeds to brief you, hand over the car keys and necessary warrants before you can hit the streets.



■ Your Theta 4000 purrs into life, and you pull off down the street. Not taking any notice of the road, robots stroll across the road making your journey hazardous. Pesky pedestrians, you think to yourself before running them over!



■ (Right & above) The heat is on so if you can't stand it, this job is not for you. As he skids away in the distance, you swerve to narrowly avoid a hail of gunfire that strafes across your bonnet. You engage the thrusters on your baby and race off after, each one of your bullet ricocheting of his tough exterior. Thankfully, he drops pods that can either replenish some of your lost energy, or alternatively reduce it!

MILLENNIUM £19.95

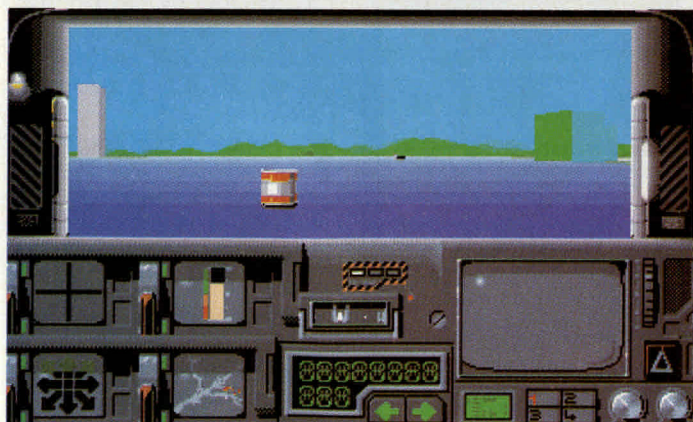
RESOLUTION 101

The year is 2038. You are a criminal that has been imprisoned for a crime that you did commit, but you have a way of cutting your sentence short. Your ticket out of this hell-hole was Resolution 101 - a law passed stating that any imprisoned felon can earn his freedom by tracking down and terminating high-profile criminals.

There are four drug-runners in particular that need destroying. To aid your arrest you have been given the appropriate warrants and a Theta 4000 ground skimmer. On top of all this, a light machine gun is strapped onto

your skimmer which has to be used to destroy your victims vehicle.

As you race around the streets of Los Envegas, your car will receive small amounts of damage that will gradually add up to wrecking your car. Thank the lord that the police fore-saw this happening and took out an insurance policy - a total of five cars will be under your control before the insurance runs out, as well as your luck. If this happens, you are thrown back in the slammer never to see the light of



■ (Above) No ordinary car can cross the murky depths of the local river, but as you hover across the surface, you wonder how long you stay aloft. Not long enough is the answer, and down to the bottom you drift.

STEVE

Archipelagos never really grabbed me, but it is good to see the fast-moving 3D being used. Despite the clever scenario and novel gameplay ideas, somehow the game doesn't gel. There isn't enough to do. Overall, Resolution 101 is a fine example of a 3D system but as a game it could have done with a little more content.

ALEX

Resolution 101 sports some of the best filled graphics I have seen on the Amiga to date, but I found the task too repetitive for my liking. Sure, it is really enjoyable to begin with, but after a while it's a case of 'seen it, done it'. A good game that is sure to impress, but you may find the overall task too boring for you liking.

ANDROID MABEL'S ODDS'N'ENDS

The Armour Status Indicator

Direction Finder - allows you to find both drug runners and stores.

Local Scanner - useful for detecting nearby objects.

Map of Las Envegas - with this you will never get lost again!

Life Warranty - feel safer, add one to your insurance rating.

ARMOUR PATCHES
Fibre Glass Steel Titanium

Cash Collected - don't leave home without it.

Price of Desired Item - fairly obvious really.

Here is an indication of some of the items you can purchase from Android Mabel's Odds 'n' Ends shop. This equipment will help you in your eternal battle against crime.

SOUND

The sound would have to be something else to stay in comparison with the graphics, and although not as good as I hoped, it is easily adequate.

68%

GRAPHICS

The graphics are superb. The update is silky-smooth, and fast to say the least. This is 3D solid vector graphics at their best - brilliant.

78%

day again.

Your Theta 4000 is controlled by mouse, using the left button as the accelerator and the right button as your trigger. Each runner also has his own car, but he didn't shop around for decent insurance and he can only re-new his motor three times - after that he is considered terminated. When and if you manage to destroy one of his skimmers, he'll lie low while you go and hassle one of the other three dealers, before tormenting the streets again.

The city is divided into four 'sections' which relate to the four points of the compass - the Northern suburbs; the West End; Southern Boulevards and the Eastside. Each quarter is ruled by one dealer, who drives about in a red triple-turbine skimmer. As he goes along, pods fall out the back of his car, allowing you to pick them up and gain certain bonuses that are related to the various colours.

Each arrest earns you money which can be spent in the local shop. Once you arrive, you will see the quantity of stock they can supply for you, with three different shop keepers that can offer you something different from the rest.

The android, for instance, can equip you skimmer with extra shields and the like, whereas the old-timer can only resupply you with different munitions for your guns.

Above the sky darkens signalling the presence of an evil one nearby. Use your scanner to locate him, before pumping his car so full of lead he'll never make it across the surrounding waterways. Watch your back though, because he can return your unfriendly gesture by blasting you to smithereens, and he is bound to have one of his henchmen just waiting around the corner for you...

DOUG

Chasing the criminals in superb 3D is all good fun, but although Resolution 101 is not a bad game it could still do with improving. The gameplay can become a little bit tedious at times with the criminals getting tougher, there's nothing really new to keep your interest. Resolution 101 isn't a bad buy, but check it out first.

HENRY'S STATUS 'ENGINE' SHOP



Faulty dials a problem? Your engine not giving off enough power? Bullets bouncing off of the runners armour? You need to visit the local store. No, this is no ordinary Happy Shopper. Instead, all of the equipment

and spare-parts you could ever want for your car can all be brought from either Android Mabel's Odds'n'Ends shops, the Old timer Clive's 'Smoking gun' shop or lastly, Henry's Status 'engine' shop. So go ahead, treat yourself to a few goodies.

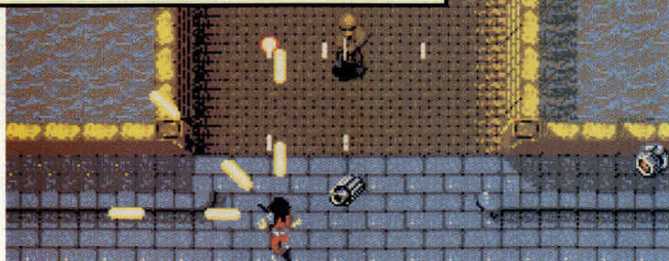
OLD TIMER CLIVE'S 'SMOKING GUN' SHOP

OVERALL RATING

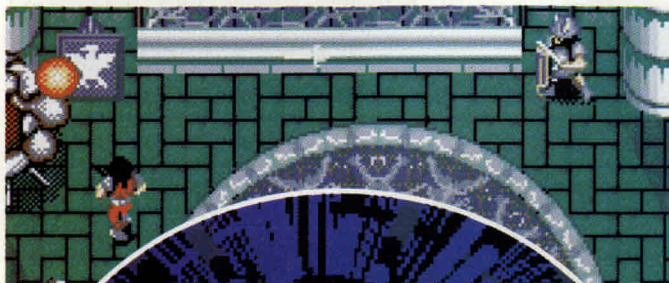
70%

OVERALL RATING

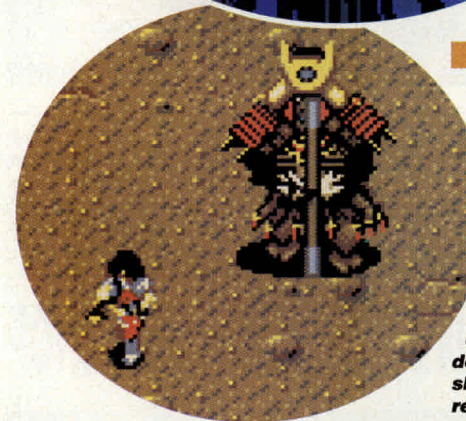
41%



■ (Above) When certain aliens are killed, they relinquish one of three weapons. Larger missiles, three-way-fire and a laser. By collecting other pods, these can be enhanced even further, although they do tend to run out when you least expect.



■ (& above) Gylend's armies are scattered throughout time, and access to each zone involves passing through a warp gate. These strange-looking devices are positioned regularly in the levels and walking into one takes you through a time tunnel.



■ (Left) As well as the platoons, larger creatures are out to thwart your rescue attempts. Depending on the time-zone, you will encounter dinosaurs, robots and egyptian gods - all of whom must be destroyed by shooting them repeatedly.



■ Your character can survive several hits, and some of the collected objects can protect him from danger, but if your energy expires, you explode dramatically and it's 'game over'.

ELECTROCOIN £19.95

TIME SOLDIER

With so many software houses snapping up coin-op licences, it was inevitable that, sooner or later, one of the manufacturers would jump on the bandwagon themselves. Well, after distributing hundreds of machines to arcades all over the country, Electrocoin are now dipping a tentative toe into the software pool with their conversion of the SNK shoot 'em up, Time Soldiers. SNK, you may remember, are the people who brought those rough'n'tough Ikari Warriors to our screens in no less than three vertical-scrolling romps, and Time Soldier follows the same gameplay pattern.

The evil Gylend, a mad planet-hopping general, has turned his attentions to Earth and has placed disguised troops in key time-zones in our history. Having got wind of his evil plan, Earth sent out a squad of five soldiers to put an end to the dastardly plan, but no sooner had they entered the primitive battleground, then they were transformed into harmless orbs and scattered through time. As a last hope, two brave soldiers of fortune, Ben and Yohan, have entered a warp gate and been transported to the beginning of time where Gylend's troops await. The action takes place over six time-zones, spanning ancient Rome to a metallic Futureworld, and our two heroes must yomp upscreen, collecting extra weapons and wiping out Gylend's armies and end-of-

level guardians. However, in addition to your enemy-bashing duties, you must collect the five orbs that were once your comrades. Only then will you be given a chance to end Gylend's menace for good...

DOUG

Although Time Soldier wasn't an amazing coin-op, it was still very playable. However, this Amiga version isn't a patch on the original. The graphics could have been a lot better, and the gameplay is very stiff. As coin-op conversions go, Time Soldier is right at the bottom of the pile and not something I would recommend.

STEVE

Time Soldiers seems to have lost the coin-op's two-player mode, hence the slight title change. Unfortunately, it was the two-player mode that made the original uninspiring coin-op worth playing, and without it this is a very mediocre blast. The enemy waves are predictable, and there are no real graphic thrills, for instance - giving the game a dated feel. Not the best of games to convert, but a dull conversion nevertheless.

GRAPHICS

Small, bland sprites and set against duller backdrops, creating a bad initial impression. Some of the larger creatures are quite nice, but, for the most part, the game is dull to look at.

52%

SOUND

An impressive opening tune gives way to repetitive in-game effects that consist of a few bangs and whizzes - hardly inspired stuff!

46%

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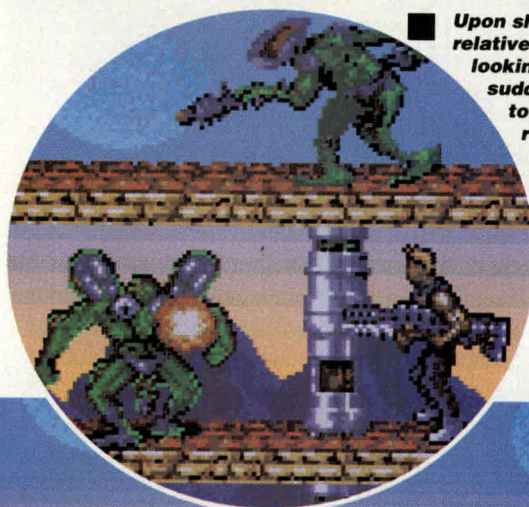
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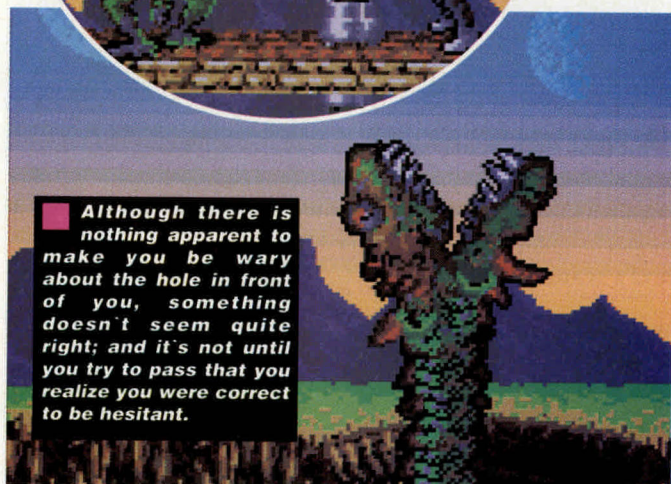
OVERALL RATING
49%



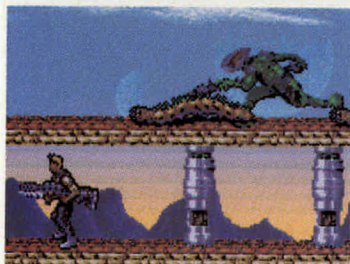
■ Although these platforms seem safe enough, great care must be taken to work out which ones are sturdy enough. Some of the platforms will simply crumble under your feet, while others will act as lifts.



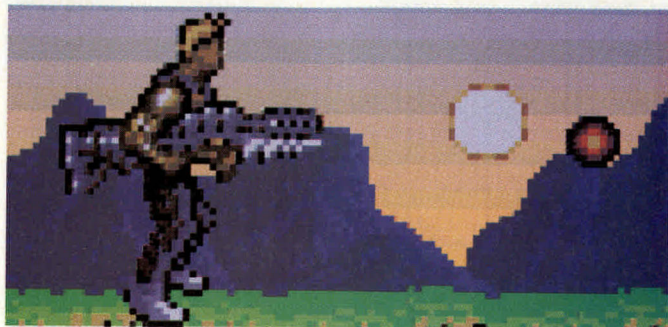
■ Upon shooting a relatively innocent looking statue, it suddenly comes to life and rushes to attack. Quick reactions and a good aim will be needed to dispose of him.



■ Although there is nothing apparent to make you be wary about the hole in front of you, something doesn't seem quite right; and it's not until you try to pass that you realize you were correct to be hesitant.



■ (Left & below) Dotted around each of the eight levels are the various SOKK supply capsules. Once open the selection of extras can be collected, and put to good use against the enemy. Force-fields and first aid are just a couple of the things to be gained, but the two way energy laser looks the best.



DINAMIC £19.95

ASTRO MARINE CORPS

Over three million light years away the first indications of a threat to one of the SOKK federation planets. The far away planet of Dendar has been attacked by a renegade gang of space pirates known as the Deathbringers. You are the AMC's best man, and the only one who could possibly stand a chance against a group as ruthless as these. To survive the long journey you will be put into hibernation, and frozen in time until you reach the assaulted planet. The Deathbringers hold on Dendar will be quite strong by the time you arrive and your task will be that much harder, but thanks to other SOKK forces various weapons and aids will be dropped in various positions around the planet. But now the time has come to prepare for the hibernation chamber, and maybe your last mission for the federation.

There are eight levels to AMC; four on each disk. As you start from at the beginning of the game you have just your plasma gun to eradicate the various members of the Deathbringer gang, but fortunately the SOKK have been successful in dropping extra supplies into the area. Once a supply capsule is found you can shoot it open, and pick up the device inside for use against the Alien invaders. However, don't be too hasty in collecting the helpful item, because some of them will have been tampered with by the enemy and you may end up worse off. It's up to you alone to fight your way through the horde of vicious aliens and capture the Deathbringers ship, the AMC's reputation is in your hands.

DOUG

AMC isn't exactly what I was expecting after seeing the previous Dynamic title "After the War". Although the game isn't bad, it just seems to lack in what makes a game really good. The gameplay is bland, and shooting the aliens gets very boring. The various plants and monsters that pop up here and there are pretty good but not enough to salvage the game. Try before you buy.

STEVE

AMC looks good and sounds good, but the gameplay is severely flawed. Although the sprites are large and relatively well animated, they seem too bulky and confined within the play area. In addition, the all-important gameplay consists of just running and firing, with the occasional leap and jump over a monster-filled hole. Just to add insult to injury, there were a few irritating gameplay quirks that should have been ironed out, setting AMC extremely low in my estimations.

GRAPHICS

The speed of movement is noticeably quite slow when you first start playing the game, and this tends to impair the gameplay.

71%

SOUND

A nice little tune plays throughout the course of the game making quite good use of the Amiga's sound chip. However, it didn't really strike me as Marine Corps music.

63%

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ALEX

Tennis Cup ranks as one of my all-time favourite games, so it was with much scepticism that I loaded Palace's entry to the tennis fray. However, 3D Tennis plays really well, and, if anything, the shots are more controllable than those in Tennis Cup. The sound, too, is of a similar standard, making 3D Tennis an excellent game worthy of consideration.

Sensible Software are the programming team responsible for two of the best 8-bit games ever released. After a couple of budget non-entities, they shot into the spotlight with a superb eight-way-scrolling blaster called Parallax, but it was their second game that caused the biggest

PALACE £19.95

INTERNATIONAL 3D TENNIS

waves. When the C64 version of Wizball was released, it unlike anything anyone had seen before. The game involved guiding a rotund green ball through eight levels of multi-coloured droplets, alien formations and 'filth attacks', whilst attempting to add enhancements to your ball and restore colour to the drab world you were trying to save. It was a totally brilliant game, which combined innovative gameplay

with addictive gameplay, and was later converted to the Amiga in a very lack-lustre conversion. Next, they returned to the field (literally) with Microprose Soccer, a much-touted footy game that featured 'banana' kicks, sliding tackles, and all manner of football tactics that most games ignored. Unfortunately, though, like Wizball, the excellent 64 version's playability was lost in the transition to 16-bit. Now, after a

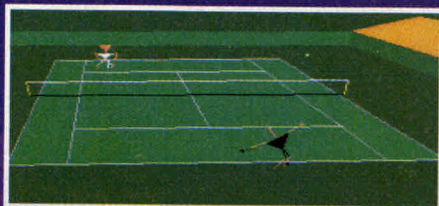
SOUND

1MEG owners have the benefit of extra samples and crowd roars, but unexpanded owners still have enough to get their teeth into, with line call and shouts galore.

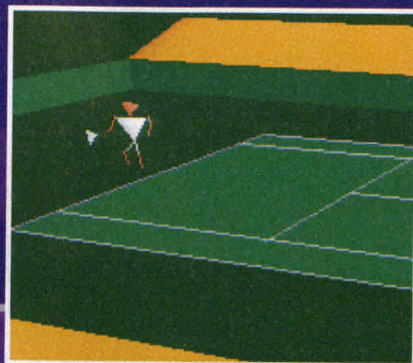
75%

surprisingly quiet couple of months, not to mention the Shoot'em-up Construction Kit, the Sensi lads return - this time turning their talents to the genteel sport of Tennis.

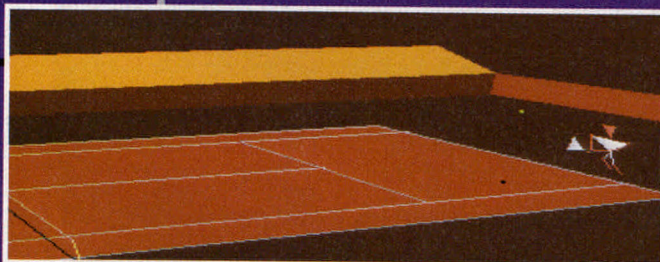
Using filled wire-frame graphics to depict the fully-animated players, International 3D Tennis is a one or two-player game, which boasts all the real game's rules and a vigilant umpire whose line calls are called



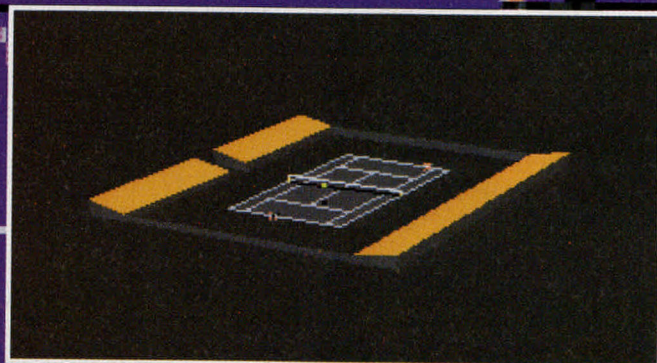
(Left above & below) Play can take place on any one of four court surfaces, with a carpet surface available as well as the customary clay, cement and grass ones, and each affecting the ball's bounce and spin in a different way.



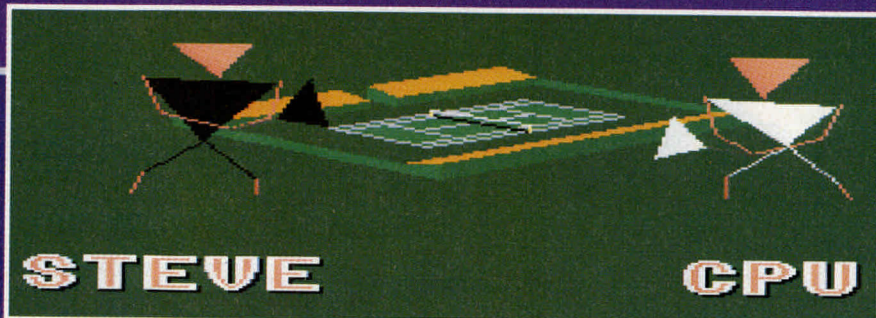
(Above & below) If things are going badly, you can use one of the game's infinite number of viewpoints to disorientate your opponent. By using the F keys to pan around the court, you can view play from nine predetermined angles or pan around the court by using the joystick with the tenth.



(Above) The shots in 3D Tennis rely more on instinct than luck - just like the real thing. The ball can be hit at any time and will react accordingly by either flying over the net or maybe out of play. However, the strength and positioning of the shot are determined with the joystick, allowing you to position shots exactly where you want them.



(Left) The game features all seventy-two of Tennis's tournaments, and you can earn big bucks by entering Wimbledon and the like. However, with prizes of up to \$100,000 on offer, don't expect it to be a walk-over!



GRAPHICS

Although the players look odd at first, the 3D system works really well. They are capable of practically anything and are superbly versatile and well animated.

79%

using sampled speech. After the game has loaded, you are greeted with an accurate rendition of the BBC Tennis music, and presented with a wide array of options. As well as the usual one or two player modes and the choice of one of four court surfaces, International 3D Tennis offers the player the option to participate in one of no less than seventy-two competitions - all of which are offering huge amounts of prize

money for the winner. Also, to cater for both newcomers and old hands alike, the game also offers four skill levels, ranging from unseeded amateur to hardened pro, with the higher competitive levels offering a wider variety of shots and skills, such as spins and pin-point accurate serves - shots that require a lot of practice on the amateur and semi-pro circuits before they should be attempted!

Once you have moulded the game to your requirements, the actual Tennis can finally commence. Both players are depicted in rather odd-looking triangular polygons which somehow manage to resemble players, and are controlled via the joystick. Unlike the likes of Pro Tennis Tour and Passing Shot, 3D Tennis allows you to perform practically any shot in the book by using various combinations of the firebutton and the directional controls, with the length the

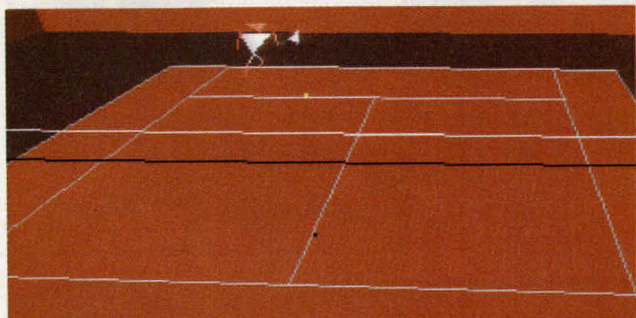
DOUG

If you thought there could be no more original tennis games on the Amiga, then think again. 3D tennis is the best tennis game I've come across, and it's probably the closest thing you're going to get to the real thing. The graphics are brilliant and the update is smooth, and the playability doesn't let the game down. For tennis fanatics everywhere 3D tennis is a must.

firebutton is held down for determining the strength of the shot, and the joystick its direction. But every lob, slice and serve will need to be perfected before you eventually lift that shiny trophy!

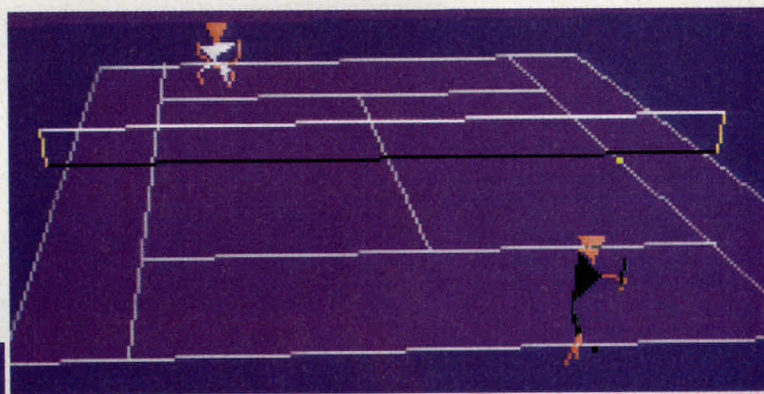
STEVE

It may not be much to look at, but 3D Tennis gives Loriciels' Tennis Cup a run for its money in the playability stakes. My first impressions were that the graphics would make the game unplayable, but, if anything, the move more smoothly than normal sprites could. Adding to the already good atmosphere are the excellent sampled sound effects, with some crystal clear samples and neat FX, and the final icing on the cake is the ability to pan round the court, but most of the views I feel will be superfluous and make playing the game too hard - still, you don't have to use them.



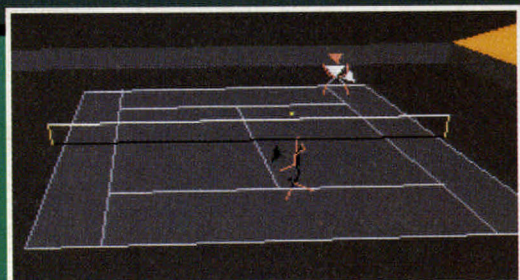
(Above) Never ones to do things by half, Sensible have even gone to the extent of sampling a real Wimbledon umpire (some guy called John Relf trivia fans) whose dulcet tones call net faults and updates the score after every rally.

(Below) As you get used to the game's controls and start to move up the difficulty levels, extra shots become available. Of these, the Supaspin is probably the most useful, as it allows you to add spin as you hit the ball - perfect for foxing your opponent.



After every match or whenever the S key is pressed, you are shown everything you need to know on the LED scoreboard, including the length you have been playing for and who has won what.

PALACE
STEVE
CPU



(Left) Everything seems to have been catered for, and newcomers to the world of Sensible Tennis are advised to use the amateur level so that they can get used to the controls. Although there aren't as wide a variety of shots available, your onscreen player flashes to advise you when to hit the ball.

**AMIGA
ACTION**
OVERALL RATING
80%

INTERSTEL £24.95

DRAGON FORCE

DOUG

D.R.A.G.O.N. Force is a very good strategic simulation that plays very well. However, it's very similar to Breach, a game released about two years ago. Although there's a few more graphics I felt that Breach played just that little bit better, and was much more user friendly. But with all that said, D.R.A.G.O.N. Force is still a very good game and well worth the money and time.

Force is the name of your special forces unit, and within that group you have fourteen of the top men in the world, each with a specialized skill that will prove invaluable in the field of conflict. There are twelve different missions that your team will have to accomplish, but only seven team members can be sent on a mission at a time. Great care will have to be taken on each of the missions that your men will be sent on, because if more than seven men are killed in action then you will not be able to enter the next mission due to the lack of men. However, your men aren't always killed and sometimes they might be taken prisoner so that they can work on them for information, and if this happens then you will have to send the team back to rescue him.

Your men will have some of today's top weapons at their disposal and a good selection will have to be taken for each mission. The sort of guns and other weapons you should take with you depend very much on what you will be encountering during the mission, and what your men are trained for. Some of your men will be trained machine gunners, while others

will be sharpshooters and will prefer rifles so they can pick off the enemy from a distance. However, some of your team will be trained in some other useful skill to aid you within the mission, medics and scouts being just two of the other skills. But whoever you choose to be in the team, in the end success is up to you.

SOUND

Apart from the small tune, there's just the in game effects of the gunfire and explosions.

39%

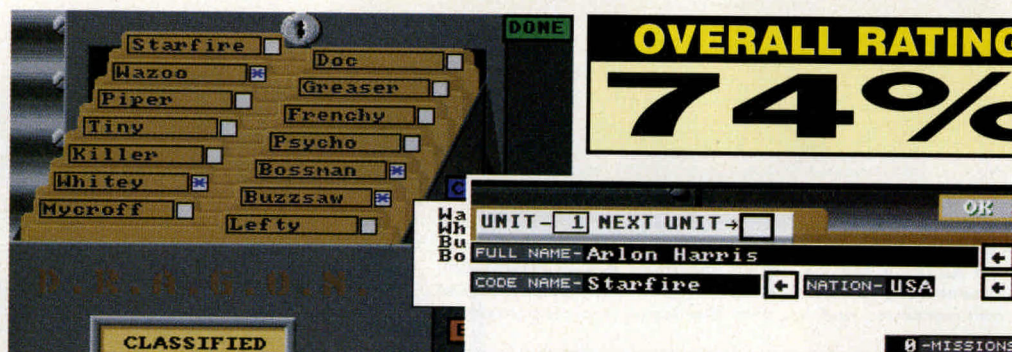
GRAPHICS

Much better than most games like it. There's quite a bit of variety.

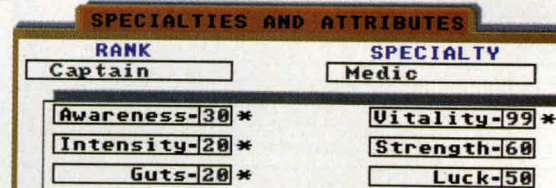
67%

OVERALL RATING

74%



(Above & right) There are fourteen different men to choose from, but don't just pick the hardest looking ones. Make sure you have a good selection in your team or else you won't get very far. The names and codenames of the men can be changed if you wish to add a bit more personality to the game.



(Below) You take a look at the overhead map of the surrounding land before moving your men. The last thing you want to do is run right in to the enemy unprepared.



(Above) Unlike most games, fighting isn't done by charging around shooting anything that moves. If you want to survive you'll take it slowly.

(Right) There's a large selection of guns and other weapons to choose to take with you, but your team can only carry so much and some off has to be ammo.

ANDY

Hmmm, this seems just a little similar to Breach - not that it's any bad thing. The in-game presentation is very good, and the gameplay is fairly easy to get along with. The selection of weapons and skills is the main thing that D.R.A.G.O.N. Force has over Breach, and this enhances the game by quite a bit. Pop out and grab hold of a copy of D.R.A.G.O.N. Force, it should keep you amused for ages.

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■ The main menu screen allows you to mould the game to your requirements. As well as a choice of circuits, from here you can also access the in-game course designer, but more of that later...

■ Before the real racing can begin, you must complete a test lap in order to get ahead of the pack on the starting grid. You can practice as many laps as you choose, and once you are satisfied with your time, a lap can be aborted with a quick press of the ESC key.

GREMLIN £19.99

COMBO RACER

Like shoot'em-ups, racing games have been around since the early ZX81s. From Psion's Chequered flag, through games like Micromega's Full Throttle and Epyx's legendary Pitstop II, to the likes of Super Hang-On, computer owners have been able to marvel as each race game got faster and more realistic. In addition, to make each of these new games slightly more 'revolutionary' than its rivals,

each was billed as having newer, 'never been seen before' features, such as gear changes, split screen viewing and explosive collisions. Now, following on the success of Monty Mole's return, Gremlin have entered the race game arena with Combo Racer - the first motorbike and sidecar race game.

Combo Racer is a game for one or two players that, instead of racing against each other, has the two players working as a team, with one player steering the bike and dealing with changing the gears and steering, whilst the second player assists by leaning into the corners, ensuring that

wind resistance and sliding are kept to a minimum. Luckily, though, if you are unfortunate enough not to have any friends, a computer-controlled sidecar rider will be provided. The basic aim of the game is to finish first over eight courses, thus winning the season. Before you can do this, though, you must prove your mettle by completing a test circuit to determine your positioning at the race start and allows you to get to grips with the bike's controls. As with the majority of race games, the directional controls are used to guide the bike left and right as well as for accelerating and slowing down, but these must be used in conjunction with the firebutton which allows you to change up and down between the bike's six gears.

Once you have determined your starting position, the game begins with you waiting for the off. Each race can last from five up to twenty laps, the length of which is determined whilst on the options screen at the start of the game. After a brief countdown, a starting beep is given and you're off! As you change up the gears, the computer-controlled racers swerve in front of you and must be avoided as they inevitably slow you down. Likewise, care must be taken when entering the many tunnels and when approaching corners, as if you go too fast you'll either scrape your bike and slow down or damage your engine with a nasty crash. In the event of a

ALEX

The classic Amiga motorbike racing game must be Super Hang-On, but the one thing Combo Racer has over Electric Dreams' game is the ability to team up with a friend and race on the same bike. The track editor offers even more courses to add to the already bountiful selection included, and although the graphics and sound are good, the playability really shines through. Combo Racer may get lost amongst the other racing games around at the moment, but I think that anything else will be inferior.

crash, a small percentage sign will appear above the main play area, and any further crashes result in this increasing, slowing your bike down in the process. This damage will then remain through the following laps until you begin a new race where on it will be miraculously repaired.

STEVE

Good race games are few and far between on the Amiga, and, thankfully, Combo Racer is one of the better ones. The two-player aspect works exceptionally well, and genuine teamwork is needed to beat some of the nastier corners. The computer-controlled racers offer a real challenge and add a certain competitive element some games don't have. Finally, the icing on the cake is the track editor which is easy to use and allows you to design some of the evilist tracks ever known. It's by no means as good as Super Hang-On, but Combo Racer is still one of the better race games.

DOUG

Combo Racer's two-player participation element adds to an already playable game. The roadside scrolling is extremely fast, and the update incredibly smooth, giving the game a tremendous feeling of speed. The graphics and sound are both equally impressive, with some nice use of echo during the tunnels. I do doubt the game's lasting appeal, as it can get repetitive, but, overall, one of the better racers.

SOUND

The usual whines and engine roars as you go up the gears. However, there is a nice echoey effect as you go through a tunnel.

67%

GRAPHICS

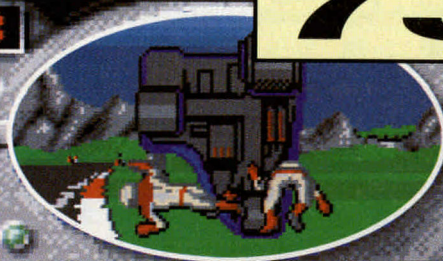
Surprisingly enough, Combo Racer features some rather nice animation. Whereas in most race games the characters are static, in Combo the guy in the side car moves around realistically. Likewise, the update on the roadside objects is fast and smooth.

74%

OVERALL RATING

73%

Combo Racer ensures that the two players work together. In order to make better time, the second player acts independently of the first, leaning in and out of the corners, saving valuable seconds.



(Below) Whereas the sound in most race games is limited, in Combo Racer the programmers, Imagitec, have tried to add a little variety. For instance, when you speed through a tunnel, the sound is accordingly echoed.



(Above) Every time your bike collides with a road-side object, a percentage of the overall damage caused is shown above the main action. As this accumulates, your bike's performance is suitably adjusted, with its acceleration slowing down and handling becoming slightly sluggish. This damage then keeps climbing until the race has been completed, after which it is miraculously repaired.

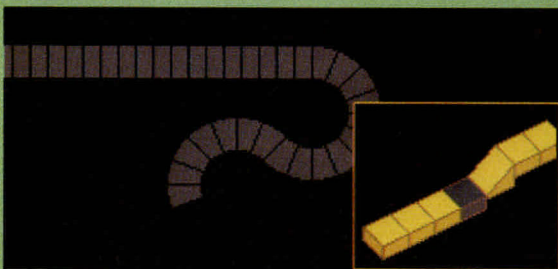


As you tour the world, you'll be racing on many different courses in places like Rio and Italy - the main difference is the country's backdrop.



(Above) Cornering is one of the most essential techniques to master. On approaching a corner it is best to go down two gears to fourth, before going up to fifth in the middle of the corner and then up to sixth when you are about to re-enter a straight - this stops you careering off the track.

THE CONSTRUCTION KIT



(Above & right) To break up a dull straight, there's nothing like a surprise hump to throw a racer or two. Once you have selected the height of the hump, you can either level it out and put a gentle slope on the other side, or cause untold damage to the racers' bike by leaving a sheer drop on the other side.



(Above) The basic track layout is determined using one of three icons. Two allow you to twist the track in any direction, whilst the other is used for straights. Each track is made up of some 400 sections and is automatically linked if something is amiss when you have finished.

In the past, games, such as Ariolasoft's Racing Destruction Set and Mastertronic's Kikstart II, have benefitted from the addition of course designers. Theoretically, the number of courses you can create is infinite, but it is essential that they are simple to use or they can become unusable white elephants. Combo Racer's track editor allows you to load up and modify any of the game's eight tracks, and uses a simple pointer/icon system.



SELECT BACKGROUND



Hillside
City

Desert

Once you have built your track, you can then select where you are racing. There are eight backdrops to choose from, ranging from Miami to a desolate mountain-scape - but they don't actually make a difference to the game.

MINDWARE £19.99

AUNT ARCTIC ADVENTURE

Not to be confused with the MSX cartridge Arctic Adventure, Aunt Arctic Adventure follows the plight of a young chimp and his penguin pal's attempts to rescue his beloved Aunt from the clutches of an evil circus owner.

Big Borus, for that is the evil kidnapper's name, has whisked away poor old Charlie chimp's aunt and has imprisoned her some fifty screens away from her brave nephew to gain time so that he can force her to work in

his circus act. However, Charlie is by no means a coward and, enlisting Pete penguin's help, he prepares to traverse the danger-filled screens to rescue his stricken relative.

However, obviously no stranger to the kidnapping game, Borus has scattered all manner of deadly traps and monsters throughout the levels and, unless Charlie is very careful, contact with any of these will cost him one of his four lives. In addition, just to make matters worse for our hero, each stage houses a number of collectable objects all of which must be picked up before access to the next stage is granted. Charlie's adventures begin in the middle of a bleak arctic landscape with a polar bear blocking any escape and a deep chasm in front of him. Once down the hole, Charlie's problems really begin, as there are numerous

STEVE

Aunt Arctic Adventure draws heavily from Montezuma's Revenge but doesn't feature half the playability. There are some nice wind effects and entertaining platform screens, but the fun soon gets tedious. Fifty levels in a game with so little variety is too much, and the later levels just aren't worth reaching as they are too similar.

ladders, ropes and moving platforms, not to mention dozens of nasties, to negotiate. And as you get ever closer to where Borus is holding your aunt, the layouts get harder to negotiate and the nasties faster and deadlier.

GRAPHICS

The sprites are generally small, but the chimp and some of the enemy sprites are nicely detailed. However, the backdrops are bland.

46%

SOUND

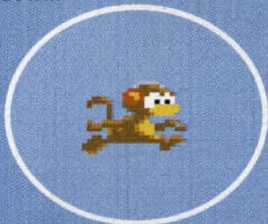
A few nice spot effects here and there, but generally of a poor standard. The opening theme tune is particularly annoying.

49%

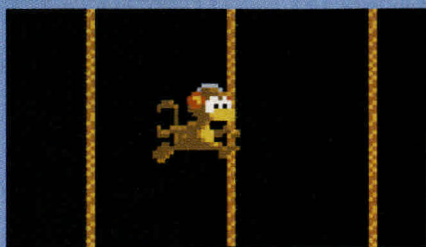
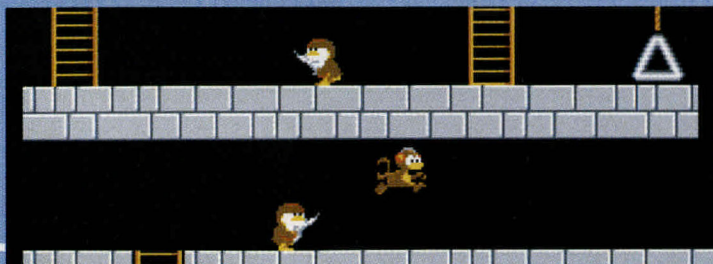
DOUG

Arctic Adventure is very similar to an old game on the 64 called Montezuma's Revenge. The gameplay is the same but the puzzles seem to lack something. Although the game is quite good fun at first is soon becomes very repetitive. Aunt Arctic Adventure has got the basis of a good game but is more suited for a budget release.

■ Charlie's arctic antics start - naturally enough - in a snowscape. After a quick recce of the area, though, it becomes apparent that there is only one route available for him to take - down!

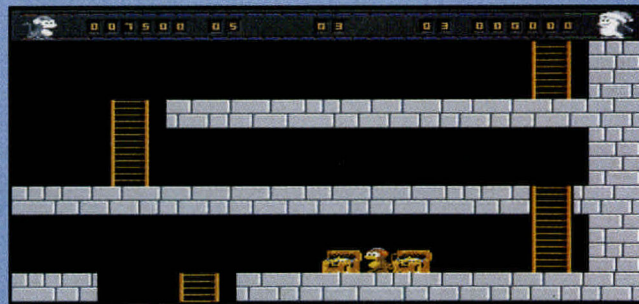


■ Borus's cronies start off as unintelligent sorts who patrol the game's many platforms. However, further exploring uncovers slightly brighter foes who dog Charlie's every step.



■ (Left) Aunt Arctic Adventure has shades of a number of platform games in it, Montezuma's Revenge was obviously a major contributor, as becomes apparent when it comes to tackling some of the rope-filled stages.

■ The key to gaining access to the next stage is collecting the many objects that adorn each level. Bananas and treasure chests are the norm, but on later levels you must collect keys to unlock doors.



■ Charlie proves to be quite an energetic little chimp and, as well as scuttling to and fro, he can avoid flying dangers by ducking them, and even punch certain nasties out of the game!



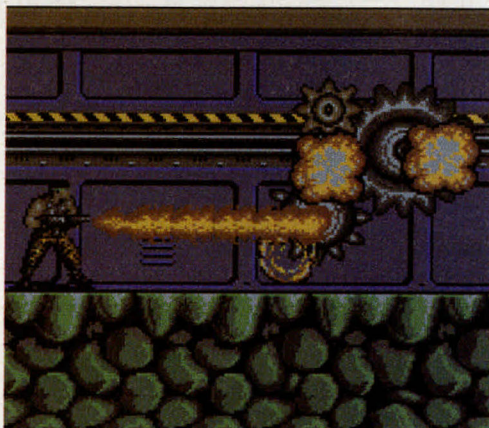
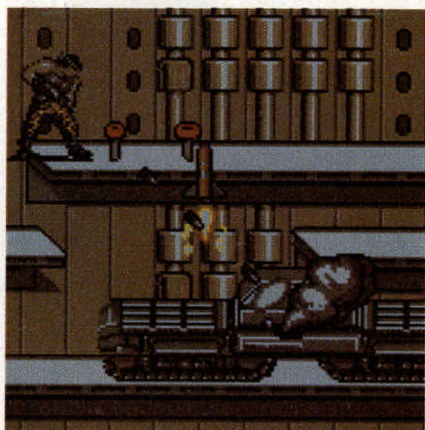
OVERALL RATING

49%

Not since U.S. Gold's *Strider* has the Amiga seen heroes as athletic as *Midnight Resistance's*. Putting Hru to shame, they leap, crawl and fire in all directions, and are superbly animated as they do - their arms even twitch as their powerful guns recoil.

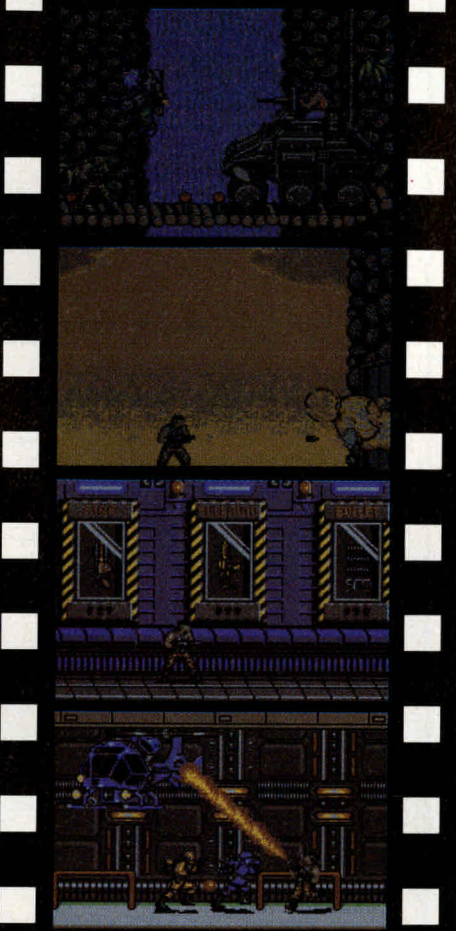


(Below) Obviously, the enemy aren't going to let you run amok, and they fire all manner of projectiles at you - even massive nuclear missiles! These prove fatal should they touch you, and remove one of your three lives in the process. Also, to add insult to injury, when you die, your worldly goods are scattered all over the place - which means that an unscrupulous colleague can rush in and steal them!



(Above) Just when you thought things were getting quiet, your problems are added to with the advent of massive bandsaws. Approaching from either above or from the sides of the screen, these revolve, intent on dissecting you - once again, though, repeated shooting will save the day. In addition, earlier levels pit you not only against the whirling blades but against conveyer belts, too. When faced with this problem, the only way out is to shoot the belt until you drop to the level below.

Easily forgettable during the heat of battle, the brown grunts are vital in aiding your cause. Shooting one of them releases a medal-like key which is, in fact, the game's currency (a bit like Zenny in the Capcom games). Towards the end of a level, you will come up against a door which, when blown open, reveals a shop. Inside is a wide selection of weaponry, ranging from three-way-firing guns to extra lives, but they are only available if you have the right money.



STEVE

Not only is *Midnight Resistance* an excellent conversion, it rates as one of the very best all-action shoot'em-ups I have ever played. Special FX have programmed some real crackers in the past, but with *Resistance* they have surpassed themselves. Graphically, the game is absolutely excellent, and the animation of the two heroes is nothing short of totally amazing, and the backdrops of a similar quality. I really can't fault *Midnight Resistance* in any way, it's a first-class game that - whilst being fairly difficult - has the addictivity that so many conversions seem to lack. *Midnight Resistance* is quite simply an essential game to have in your collection.

OCEAN £19.95

MIDNIGHT RESISTANCE

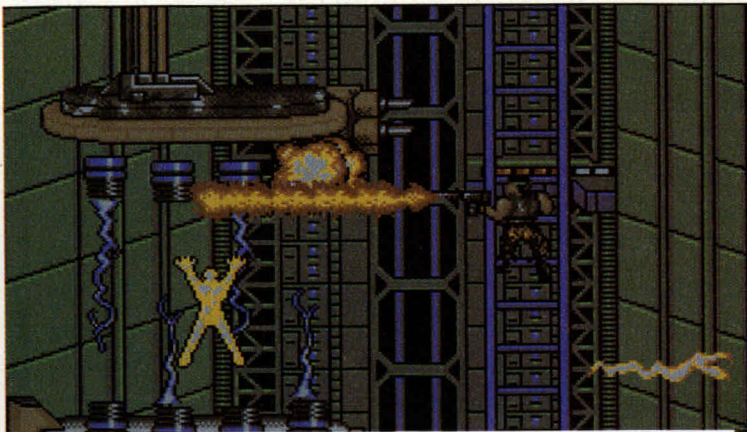
Special FX's latest conversion for Ocean is an Amiga version of the Tecmo coin-op, *Midnight Resistance*. Set over nine levels, *Resistance* is a one or two-player game in which two commandos have set out to rescue members of their politically powerful family who have been kidnapped by an unknown alien who is in the throes of overpowering Earth's defences.

In his attempts for world domination, so far the aggressor has gradually wiped out any hopes Earth had of any retaliation, apart from one - you and your comrade. So, collecting your powerful pulse rifle, you must

infiltrate the outskirts of the enemy base and prepare to battle your way through to the inner sanctum where the evil despot awaits. Both of the commandos are controlled using the joystick and prove extremely manoeuvrable, with combinations of the directional controls and the fire button prompting them to crawl, jump, and fire in any one of eight directions. The enemy base is split into two distinct areas and uses both horizontal and vertical scrolling as you proceed through its various danger-filled zones. Patrolling the area along each screen's platforms and walkways,

there are a number of enemy soldiers, and whilst some of these simply run along the ground, others are seated within the relative safety of gyrocopters and tanks, requiring several hits before they are eventually killed. Likewise, the enemy are permanently out to get you and contact with them or their bullets will cost you one of your three lives.

Amongst the many foot soldiers you encounter, there are brown-clad grunts who, if killed, relinquish a red and gold key which are the currency needed to purchase new weapons at the end of each level.

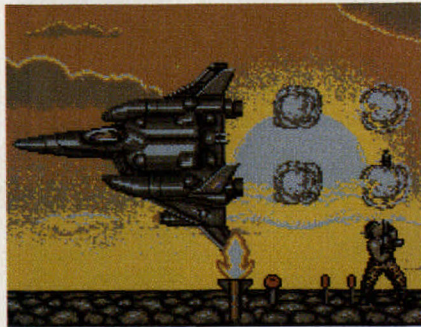


■ (Left) Electrical beams act as effective barriers to stop you progressing. By shooting the generator devices at their top and bottom they can be deactivated, but there are often nastier surprises awaiting inside.

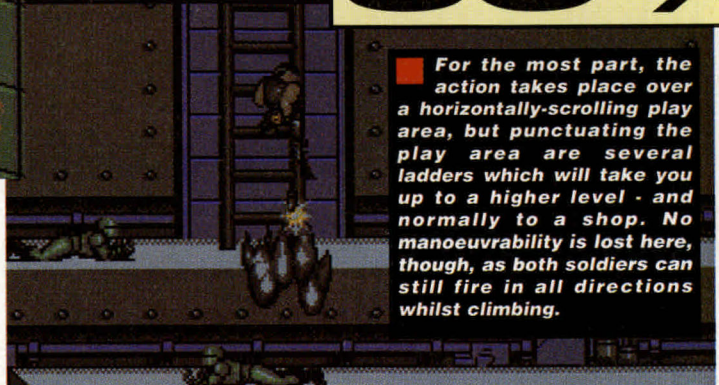
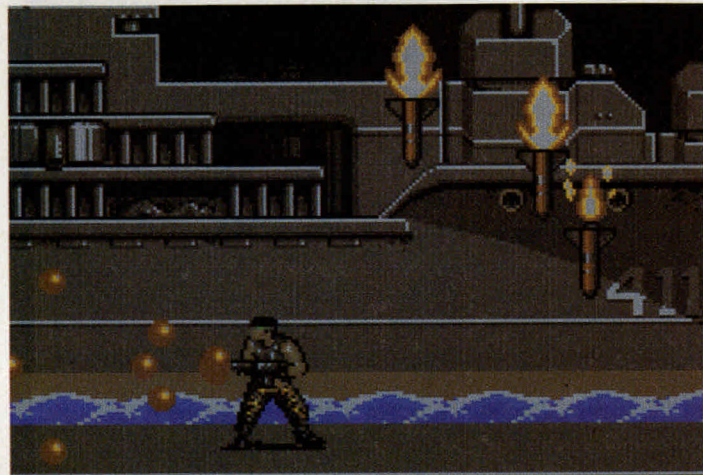
AMIGA ACTION

OVERALL RATING

85%



■ (Left & below) Some of the end-of-level motherships our heroes face really do have to be seen to be believed. Not content with throwing a whole squadron of bomb-laden jets at our brave fighters, the unknown adversary resorts to setting a massive gun and missile-toting battleship against them - complete with tracking radar.

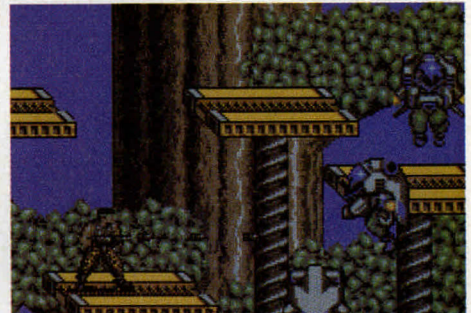


■ For the most part, the action takes place over a horizontally-scrolling play area, but punctuating the play area are several ladders which will take you up to a higher level - and normally to a shop. No manoeuvrability is lost here, though, as both soldiers can still fire in all directions whilst climbing.



■ (Left) Just over halfway through the game, your ultimate aim is shown to you by the taunting leader of the Crimson Corp. In true coin-op style, the last member of the hostages is a wide-eyed girl and your betrothed - providing you have the cash to free her, that is...

■ (Right) The action takes place both indoors and out, and a giant tree-lift waits to take you to a confrontation with another guardian. Whilst the four rising platforms buck and jolt, care must be taken not to be scrolled off-screen as it will cost you one of your valuable lives.



GRAPHICS

Extremely close to those of the coin-op, both the impressive sprites and the detailed backdrops are nigh-on perfect. However, it is the commando sprites that steal the show, as they are superbly and fluidly animated. Brilliant stuff!

83%

The shops from which these enhanced guns and shields can be found are located in between each stage, and access is gained after you have blown a hole in the building's door. Once inside, providing you have the required money, you can take your pick from any one of eight weapons, including three-way firing and flame-throwing guns, and make your exit via the door on the right-

SOUND

A nice military tune and lots of death'n'destruction sound effects. Both of which are up to the high standard set by the graphics.

70%

hand side of the screen. However, the life-span of these weapons is limited to 480 rounds of ammunition and should this expire, you will be back to using your faithful single-fire laser once again. Likewise, every time a life is lost, all of your possessions, including any collected keys and weapons, are lost and must be collected before a greedy colleague snaffles them!

As with most coin-op rescue attempts, Midnight Resistance has also got its fair share of end-of-level guardians and - you've

ALEX

At first, Midnight Resistance looked like an old coin-op fave of mine called Gryzor. However, Resistance is twice as good as that coin-op gem and, as such, is totally recommended. The action is fast'n'furious with plenty to see and shoot, and some of the end-of-level guardians really do have to be seen to be believed. Likewise, each of the action-packed stages is well thought out and varied, adding to the fun immensely. Try as I do, I cannot find fault in Midnight Resistance, it is an excellent game that should be on you 'must have' list.

guessed it - the only way they can be destroyed is by continuously blasting them with your collected

DOUG

As shoot'em-ups go, Midnight Resistance rates as one of the best ever. The game is an unrelenting blast that just goes on and on, but never seems to get dull. The difficulty level is spot-on, with the game's learning curve set at just right point, and - more importantly - the gameplay is straight-forward and fun. Graphically, the game is excellent, with some really nice touches, and sound, too, is of a high standard. A brilliant game well worth looking at.

weaponry. As their shields are weakened by your shots, the armoured vehicles begin to flash and this flashing speeds up until they eventually explode, leaving the way clear to the next stage.

GREMLIN £19.99

VENUS

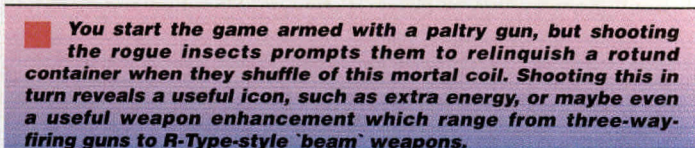
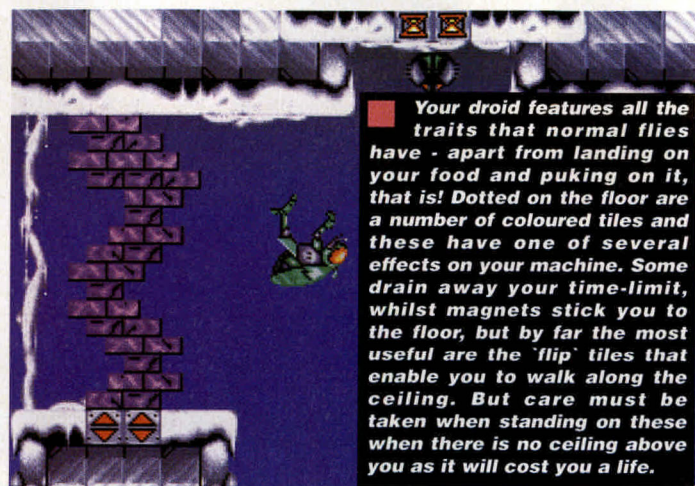
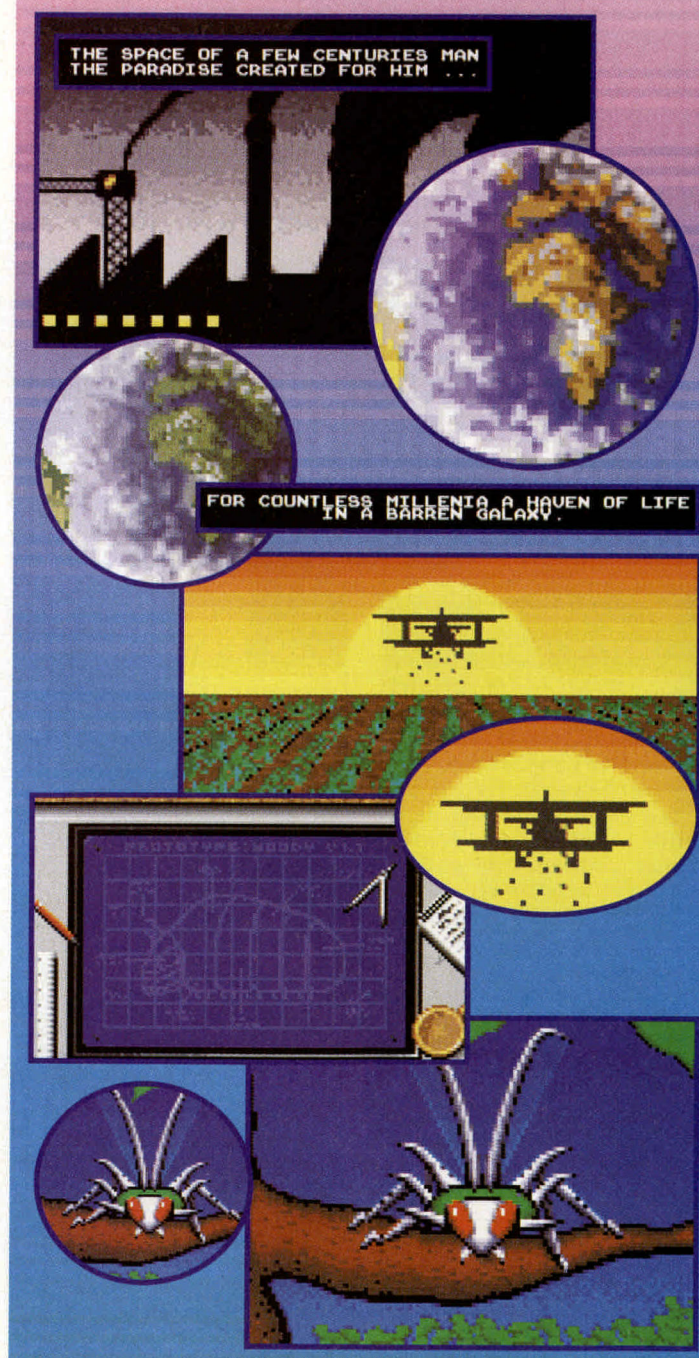
Despite constant warnings by those in the know, worldwide abuse of aerosols and general neglect of the ozone layer has destroyed the thin belt that stopped us being fried. The main cause for the hole that appeared was the overuse of pesticides, but the blame was neither here nor

there as there is no-one left to take the rap. As the global warming heated up the planet's surface, ironically enough, it was the crops that went first. Followed by the elderly, and then the children. In fact, the handful of survivors consisted mainly of the backroom boffins who tried to warn us of the

Earth's destruction and now, also ironically, their talents are now being put into creating a solution to something that needn't have happened. Realising that they would have to patch up the damage caused, the scientists turned their attentions to creating a race of fly-like insects that would

redress nature's delicate balance. However, the best laid plans of mice and men often go awry, and somewhere along the line, the pesticide that caused the problem caused another - it interfered with the logic centres of the insects' brains and sent them out of control, causing them to go mad and embark on a trail of destruction. Resorting to machinery, the scientists consequently created a mechanical insect which could leap and scoot across the planet's surface, and had the armaments necessary to protect itself from the unwanted attentions of the rogue insects. Naturally enough, you are the controller of man's mechanical last hope, and

The game's topical scenario is related in a sequence of shots at the beginning of the game. As you watch, the Earth turns a sickly brown colour and the robotic hero of the game makes his appearance.



GRAPHICS

Extremely colourful with some brilliant use of shading in the background. The alien sprites are well-drawn and animated, making the game a visual treat.

87%

must guide the advanced droid through the ten stages that make up Venus. Control over the insectoid is via the joystick, and the different directional controls send it scuttling across the

SOUND

Overall, the sound effects work extremely well, with a nice use of blasting noises and other insect-bashing noises.

73%

horizontally-scrolling play area and leaping over any dangers. In addition, you begin the game armed with a small laser and, whilst this can be upgraded at a later stage of play, to begin with, you must repeatedly blast the enemy with presses of the

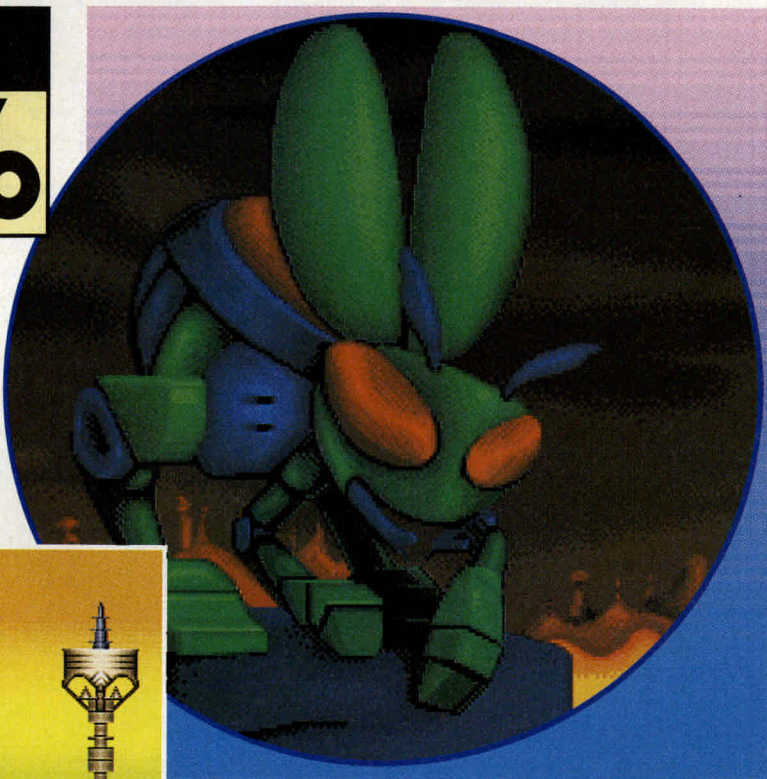
STEVE

There's no doubting it, but Venus looks stunning. The animation on the metallic fly and its mutated enemies is nothing short of superb and, combined with some of the best use of colour seen on the Amiga, the game rates as one of the prettiest I have ever seen. However, behind these graphics there is also an enjoyable shoot'em-up which, though it does have a tendency to get a little repetitive, on the whole should keep shoot'em-up fans more than happy.

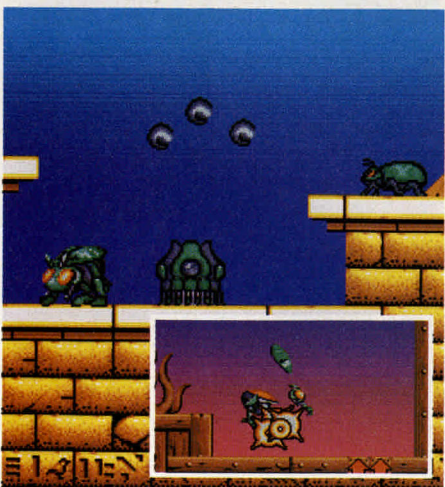
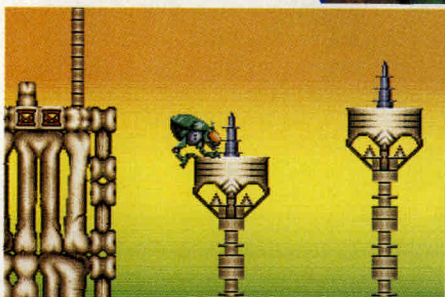
OVERALL RATING

72%

(Below) Each of the scrolling stages houses ground-based dangers as well as the mutated bugs. Huge chasms must be jumped over as you avoid the marauding insects, but instant death comes in the form of the spikes which jut randomly out of the ground.



(Below) Once you have completed a level, before you enter the next city you must negotiate a scrolling shoot'em-up sub-game. Blasting your way through, you must collect the bonus icons left behind and eventually destroy the snake that waits at the end of the stage.



(Above) For the most part, the enemy just patrol the area, but the odd deviant will occasionally fire back. Contact with these or their bullets saps your energy bar until your fly eventually erupts in a display of its component parts.



cities, each of which houses worse dangers than the last, including massive woodlice and spitting plants, not to mention smaller ground details that either sap your energy or throw you towards the ceiling - if there is a ceiling for you land on, that is! Completion of a level is effected once you have reached its furthestmost point of each small stage. Once this is achieved, a small bonus shoot'em-up can be played for a few extra points, before you are dumped on to the next stage.

DOUG

Originally, I thought that Venus's gameplay was a little dull. Sure, it looked really good, but all I seemed to do was walk from left to right, blasting whatever got in my way. However, it wasn't until I found myself going back to it time and time again that I realised how addictive it was. Its gameplay doesn't grab you like, say, Midnight Resistance's does, but it has a certain addictive property that kept me coming back.

ALEX

If they had awards for stunning graphics, Venus would sweep the board. Everything about its presentation is excellent, from the colourful backdrops to the impressive animation on the main sprite. However, behind this pretty facade, the gameplay isn't quite as impressive and a little dull. Granted, there is a wide range of nasties to blast and icons to collect, but performing the same routine against different backdrops does get a little dull. Still, what's there plays quite well, I'm just not sure whether I'll be playing it next month.

OVERALL RATING

53%



IGOR PRZCHT



CHOOSE YOUR RACKET STEVE

FINAL



Before you actually start to play, you are shown a picture of your prospective opponent - and what an ugly bunch they are!

PORT 2

STEVE

(Below & left) Before the game begins, you are given a choice of racket and court. And, unlike most games, these factors do actually make a difference - particularly the heavier rackets.

GRAPHICS

Although it looks similar to *Passing Shot*, Mirrorsoft's game is far superior as the animation and sprites leave a lot to be desired.

52%

SOUND

They start off promising, with some nice digitised effects, but the in-game effects pale into insignificance.

56%

DOUG

Adidas Tennis is, in my opinion, unseeded in the ranks of good tennis games. The gameplay is similar to Activision's 8-bit game, *On Court Tennis*, in so much that the computer controls where you character moves, whilst all you do is hit the ball - and you don't have a lot of control over that. If you want to become the superior computer tennis player consider *International 3-D Tennis*, it's far superior.

STEVE

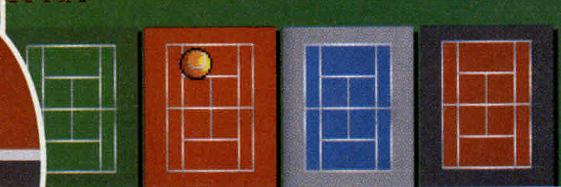
When compared to Loricels' brilliant *Tennis Cup*, this Starbyte/Ocean release just can't compare. The game starts off quite well, and the control method is neat and easy to use, but it just isn't that addictive. Also, whereas games such as *Tennis Cup* and *Pro Tennis Tour* offer intelligent opponents, the ones in *Adidas Tennis* tend to hit the ball willy-nilly, offering very little challenge until the later levels. That said, it's by no means an awful game, but there are far better tennis games available.

A full complement of shots are available, including lobs and smashes, and it is even possible to spin the ball so that it bounces in an odd direction if you hit the ball just at the right point

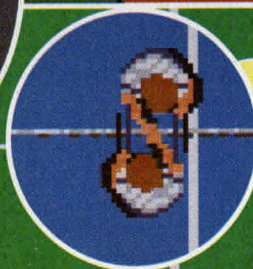


(Above right) Positioning your serve is effected by holding down fire to determine the shot's strength, whilst the directional controls place it when you eventually release the button.

COURT



(Left) It's all over, and, in gallant tradition, the two players shake each others hand.



OCEAN £19.95

ADIDAS TENNIS CHAMPIONSHIP

Tennis games seem to be the 'in' thing at the moment, with games based on the age-old sport coming from the likes of Palace, Grand Slam, and ex-Infogrames chap, David Crossweller, joining the likes of those already released by U.S. Gold, Mirrorsoft and UBI Soft. Now it is Ocean's turn to enter the foray, using German software house, Starbyte's, game.

The game opens with a digitised crowd roaring, and is followed by a number of user-defined options. After you have chosen the number of

contestants and the style of tournament, you are then given a choice of rackets and court surface. Once chosen, you are shown a picture of your opponent, and the game can begin. Adidas Tennis is a one or two-player game, with the actual match viewed from overhead - a la Imagework's *Passing Shot* - as you knock the ball from end to end. However, any similarity between the Imageworks game ends there, as the actual control system is totally different. Instead of guiding your player across the court using the directional

controls, his position is automatically taken care of by the computer, and the directional controls take care of the style of shot in conjunction with the firebutton, allowing you to perform lobs and smashes whilst also having full control over the power of the shot. A number of tournaments are available, including a world championship and an international one, but the novice player is recommended to tackle the practice stage before tackling the pros.

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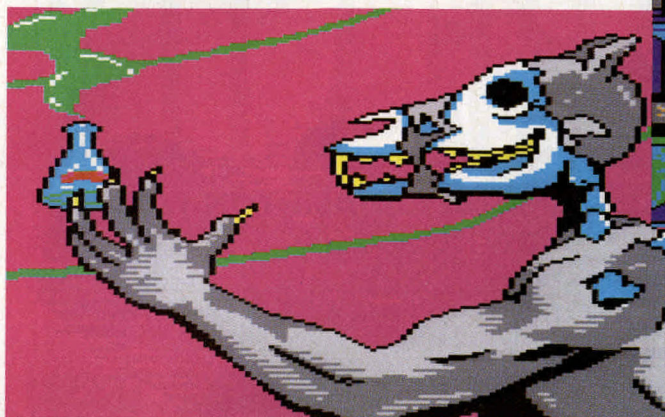
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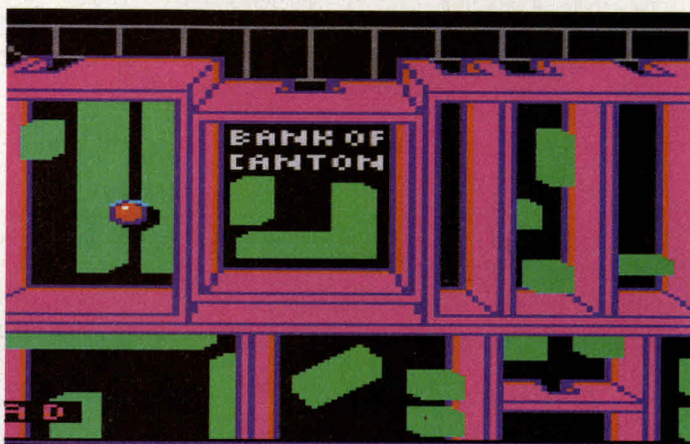
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Amiga Action 11

■ (Below) The top-secret experiment of the ORBS results in many horrific failures. Whatever was in that flask, sure packed a punch. Unfortunately for you, some of the experiments produced in livelier results.



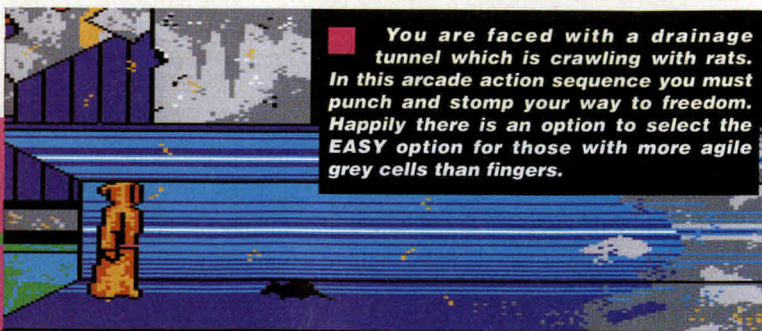
■ By connecting into the city's overhead cameras you can then view the recorded movements of suspects as they move around the city blocks. These movement patterns will lead you to even more locations for investigation but you will have to scrutinise them closely.



■ (Below) Aha! You have found an Identity Card of another Manhunter. By inserting his name into the computer system you'll find a location to rest your weary head for the night.



■ Looks like someone (or something) is cleaning up the streets in a pretty horrific way. Corpses are getting common around here you'll have to watch your back or you'll end up as a snack for something nasty in the Underground system.



■ You are faced with a drainage tunnel which is crawling with rats. In this arcade action sequence you must punch and stomp your way to freedom. Happily there is an option to select the EASY option for those with more agile grey cells than fingers.

■ (Right) With the aid of your MAD computer you may enter the names of human suspects to obtain their home address. It's then just a matter of selecting the 'Travel' option and you are soon winging your way across the Streets of San Francisco.

Name: Peter Brown
Address: Lombard St.
Age: 22
ID #: 072851
Job: Manhunter



SIERRA £29.99

MANHUNTER 2 - SAN FRANCISCO

In down-town San-Francisco something nasty is lurking in the shadows. Under direct orders from the Alien Alliance a team of

Earth scientists have been tampering with human genetics and now the results of the top-secret experiment is out of control, loose - and hungry!

The Orbs are coming! The Orbs are coming! When alien spaceships bearing the savage Orbs invaded the Earth and reduced mankind to a level of slavery, some men bowed their head and accepted the new order. Others formed resistance groups amidst the rubble and sewers and fought back. To find these men, the evil Orbs wisely 'set a thief to catch a thief' and with a cruel mockery they recruited renegade human trackers, clothed them in monk's robes and dubbed them Manhunters.

Wearing the guise of the hated Manhunter you are free to travel the streets of San Francisco ostensibly working for the Orbs,

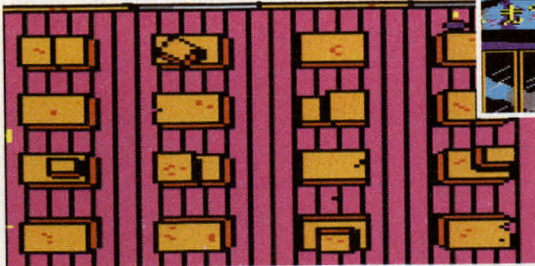
SK

Any new Sierra game is welcome in my book, but potential buyers should note that this game is only suitable for 1 Meg machines. The arcade sequences are clumsy but fun, and the nasty subject matter makes a change from Sierra's usual Unicorns and Butterflies. The graphics are a little cruder than their new high definition games, but with the subject matter being what it is, maybe you would prefer a little less definition!



The Brotherhood of the Dragon have a mark to prove their identity. The trouble is, getting a Dragon burned onto your hand might cause you more than a little trouble. Not to mention the pain!

■ (Right) Chinatown, in down-town San Francisco, is the hiding place for all sorts of nasty characters. This bank holds many secrets, plus bodies with their throats torn out. Like to make a deposit?



■ (Left) In one of the arcade sequences you must move between rows of packing cases from the entrance of the warehouse to the far office. There is the small matter of the guardian robots who will run you down if you get in their line-of-sight.



■ (Above) The ORB transport system allows you to view the city streets and select your destination before pressing the button which will instantly zoom you to new locations and dangers. Highlighted areas show areas which are legal for you to visit. The ORBs don't allow humans to just go anywhere they choose, you must have a legal reason for visiting.

but in reality seeking the renegade master spy with whom you first crossed swords in your previous adventure - Manhunter New York. In your quest you will stumble on something nasty which is stirring in the woodshed and from there on in it's all up to you. Fail, and it will be more than your heart which you will be leaving in the 'City by the Bay'.

In the heart of San Francisco's China Town, The Brotherhood of the Dragon has it's headquarters. Ninja warriors train in the secret temple and wait to rise against the alien invaders, but unknown to them an agent of the Orbs has discovered their existence and has infiltrated the group. The race is on to unmask the traitor, save the Brotherhood and uncover the greater evil which has been unleashed on the unsuspecting city. Remembering that you are dressed in the robes of the hated Manhunter, all hands will be turned against you.

This second Manhunter game from Sierra is aimed at a more adult market than their usual age group. For this reason the theme and the graphics are a bit gruesome. Creatures which dine upon twitching, bloody flesh await your wrong move and the ORBS themselves have appetites which are not fit viewing for the squeamish.

Unlike the traditional Sierra games, the screen shows your

view of the action instead of a picture of your animated figure moving within it. There are however a few arcade game sequences where you are required to control your figure as you bob and weave around various danger spots. Happily there is the opportunity to select the 'EASY' option for those who can't be bothered with this aspect. These sequences include crossing a slippery plank, surviving a trip through a sewer of hungry rats, and playing 'catch as catch can' through a warehouse of crates against killer robots. The game also dispenses with typing commands and uses only the mouse to select the options you wish to follow. In most cases this entails placing a magnifying glass icon on the portion of the screen you wish to look at in detail.

A Manhunter is permitted to travel across the city using the Orbs instant transportation system which is linked to your personal lap-top computer. This is done by

moving the mouse over a map of San Francisco and selecting the desired location. You may however only move to locations which have become known to you by tracking suspect humans. Having been alerted by the Orbs to some suspicious happening, you may view computer records of human movements and then travel to the locations where you can investigate the surroundings. Finding objects and searching for clues will reveal further opportunities for travel, all of which will slowly lead you to places from where no man has ever returned.

The game is split into a number of 'days' and the clock will only progress to the next day's action when you have fully investigated your current task.

N.B. MANHUNTER 2 - SAN FRANCISCO REQUIRES 1 MEG.

ANDY

The arcade action in Manhunter II is not for me, but it's not something which I can carp at too much. Selecting to 'Get' and 'Store' pieces of amputated limbs is something new, but exciting. The game's packaging mentions that the Manhunter series plans to visit even more cities in the future. I will be only too happy to pack my bag and take the trip.



■ Yet another victim found dead on arrival. Who is killing all these humans? Is it the renegade Manhunter or something half human from the bowels of the city.



GRAPHICS

The graphics don't bear the hallmark of the Sierra style at all, but they are detailed and atmospheric.

78%

SOUND

Nothing too spectacular, just the beeps and whistles normally associated with a PC.

60%

DOUG

It was the Sci-Fi scenario that first attracted me to the Manhunter series, but they also prove to be totally engrossing adventures. The in-game detail is incredible and the game is littered with nice touches. A truly brilliant game that is well up to Sierra's usual high standard.

■ Whilst chasing your quarry through the skies in your stolen spaceship, you appear to have hit the wrong button and crashed into the streets. There's not much chance that the citizens will call a cop. Around here, humans hide behind their shades and keep out of the way of trouble.



■ Looks like the sky just fell in on one poor citizen. Still 'Waste Not Want Not', he has dropped some useful items which you can select to pick up and store for future use.





(Below) You start the platform stage armed with a paltry sword and a handful of lives. The length of each life is governed by an energy counter which is depleted every time an enemy creature touches you. By poking your sword into a nearby fire, though, it is magically transformed into a fiery weapon which makes enemy bashing considerably easier, saving your energy in the process - keep the sword in for too long, though, and the flames will expand, killing you instantly.



(Below). The dragon section draws ideas from both *Galaxy Force* and *Space Harrier*. Controlling the winged beast, you must avoid contact with the many land-based objects that obstruct your path, whilst killing the many creatures that rise to attack you.



(Right) Many of the flick-screens house dangerous platforms, and these must be used to cross the many holes and chasms. What's more, if you fall into one, you will die instantly, so great care is needed.



(Left & below) To make your task slightly easier, the computer flashes up useful information, indicating which direction you should take to avoid hitting rocks. Likewise, it also gives vital info on the many enhancement icons that are scattered throughout the stages, along with an inventory of what it is you have collected - ranging from extra energy and points to double firepower.



DOUG

UBI Soft have really become one of the leading companies in the software market, and *Unreal* is just another game that proves it. *Unreal* consists of two amazingly playable arcade sections. The first sees you flying a dragon through various dangerous landscapes, and, once at your destination, you walk forth into the wilderness with just your flaming sword to protect you. The graphics will stun you, and the sound brings the game to life. Although it may sound it, *Unreal* is reality.

Creaming ideas from games as diverse as *Shadow Of The Beast* and *Galaxy Force*, *Unreal* is an eight stage arcade/adventure set on the unstable planet of the title.

UBI SOFT £19.95

UNREAL

The story behind the game tells of a mighty god known as the Sleeper and a mistake in creation. The Sleeper is the greatest deity of Unreal's solar system and, indeed, was responsible for the creation of the lush planets that occupy that part of the galaxy. However, the system the Sleeper uses when populating a planet involved four eggs (each containing one of the four

elements, along with a guardian for good and evil) and it was during this stage that the catastrophe that spawned *Unreal* happened.

Using powerful dragons to transport the eggs between planets, the Sleeper oversaw each planet's development as the four elements - fire, water, air and earth - were settled and the two guardians balanced good and evil

out between them. However, even a god cannot control certain unruly elements and during one such transportation, one of the dragons collided with a rogue asteroid and was killed instantly. The eggs, however, survived the impact and fell down on to the surface of Unreal. And when the unseen objects hit the surface of Unreal, three of them splintered open, unleashing chaos all over the planet, unsettling the balance between good and evil and disturbing the elements in the process. Out of this calamity, though, there was one sign of hope. The fourth egg created two humans who would later attempt to save the planet from itself and, along with the help of one of the Sleeper's delivery dragons, they decided they would face the corrupt guardian together in a vain hope to destroy him. However, during their first attempt, the female human was kidnapped, leaving the male, Artaban, to face the perils of Unreal alone.

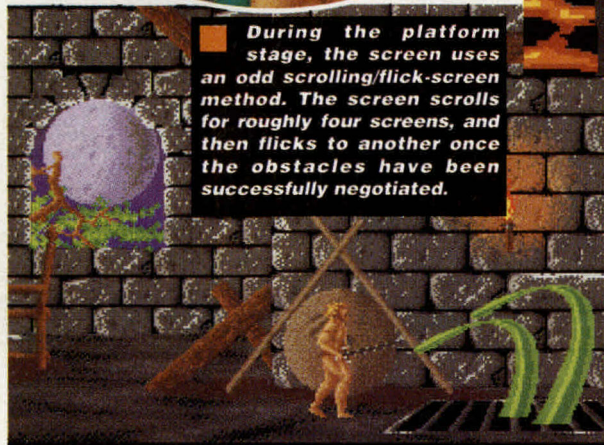


AMIGA ACTION

OVERALL RATING

82%

■ (Left) Every time your dragon collides with an obstacle or an enemy monster, its energy is subsequently reduced. If this isn't replenished using one of the scattered energy icons then your dragon will die and one of you lives will be lost.



■ During the platform stage, the screen uses an odd scrolling/flick-screen method. The screen scrolls for roughly four screens, and then flicks to another once the obstacles have been successfully negotiated.

■ (Right) As well as the hack'n'slay and shoot'em-up elements, there are a few puzzle aspects in Unreal. For instance, you will come across seemingly impassable rockfalls which will flatten you instantly, but by triggering a small switch, you can turn off the flow of rocks until you get to the other side.



■ (Right) Unreal comprises ideas from games such as Galaxy Force, Shadow Of The Beast, Altered Beast, and even Hunchback - as seen here as our hero attempts to swing across a yawning chasm with only a small piece of rope.



■ (Left) The scenario for Unreal describes how you will battle the elements, and this comes into play during the snowscape scenes. As you attempt to make your way to the screen's exit, powerful winds drive you back and will blow you back if you don't fight against them.

You are given control of Artaban, and must guide him across the eight danger-filled stages that comprise Unreal. The game is split into two separate sections: the first is a 3D shoot'em-up in which you must guide your dragon safely through Space Harrier-style levels; whilst the second is a hack'n'slay-cum-platform romp set over several flick-screen stages. During the dragon-riding sections, you control the massive beast as it weaves in between the many energy-sapping dangers that stand in its waw, whilst simultaneously killing any of the attacking demons with a blast of your fiery breath. Likewise, during the platform screens, Artaban is armed with a large sword and, whilst fending off attacks from all manner of Unreal's bizarre inhabitants, you must also negotiate large chasms and fight against the rogue elements. Your ultimate aim is to meet the evil guardian and defeat him in

STEVE

Unreal has been some nine months in development. The care lavished on the graphics and sound alone, raise this game well above even Pysgnosis' Beast, and the main advantage is that Unreal plays well, too. The 3D section has got to be one of the fastest I have seen, and there are some nice touches in the platform screens, too. I have a slight reservation regarding the game's lasting appeal, but this is definitely the best thing to come from UBI Soft.

combat, after which both Unreal and your female companion will be safe from the battling elements and tranquility restored.

GRAPHICS

The graphics in the 3D section are very blocky and give the section a decidedly 'chunky' look, but they move smoothly and well. The variety of nasties and the well-drawn backdrops in the platform section rounds of the presentation perfectly.

87%

SOUND

Like the graphics, this, too, is excellent. Everything seems to have been included. Ranging from the splashing of water and the whooshing winds of the forests and snowscapes, to the roaring and explosions of the 3D levels - brilliant.

85%

ALEX

A graphical masterpiece, Unreal is the game Shadow Of The Beast should have been. Featuring two distinctly different gameplay styles, the game is both good to look at and even better to play. Couple this, with some brilliant platform action and you have a real winner. There are a few gameplay quirks that annoyed me, but, overall, this UBI Soft's best yet.

ALEX

Very rarely is a sequel better than its originator but *Kick Off II* surpasses all other football games, including its predecessor, by far. The graphics have been improved over the first's rather simplistic pitch and teams, and now you can define your strips with multi-coloured stripes, or maybe play on a chewed up pitch in soggy weather! The additional features such as the 'wall' when taking a free kick all combine together to make a classic game. This game needs no recommendation - miss it and you'll hate yourself for the rest of your life!

ANCO £24.95

KICK OFF II

The surprise hit of last year, *Kick Off* astounded footy fans with its realistic and utterly addictive gameplay. Programmed by a relative unknown called Dino Dini and supervised by Anco's MD, Anul Gupta, *Kick Off* featured 90% of soccer's rules along with a number of options that allowed you to bend the game to your requirements. Not surprisingly, it

was an instant success, gaining a cult following almost instantly. Following on from its success, Anco subsequently announced a stream of *Kick Off*-based sequels, which included an expansion disk and a managerial game, but the one everyone was waiting for was the much-vaunted and improved *Kick Off II*. Now, after what seems an eternity, Dino Dini's long-

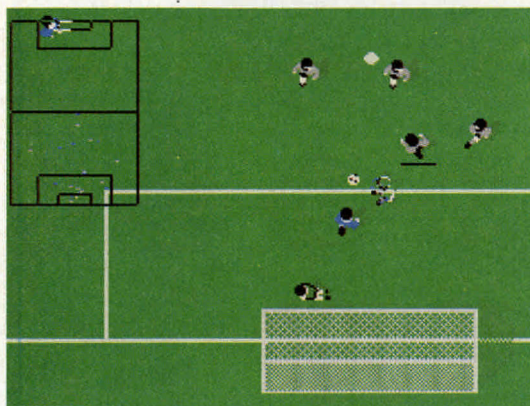
SOUND

No tunes as such, the in-game effects are more or less the same as those of the first game - what did you expect - the crowd singing bawdy songs!

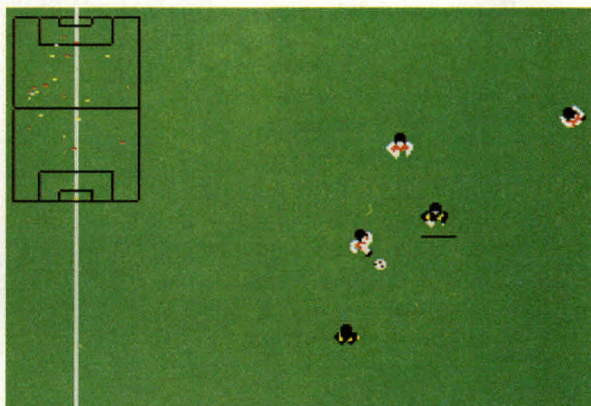
76%

awaited follow-up is here, surrounded by a blaze of hype and awaited by literally thousands of Amiga Owners.

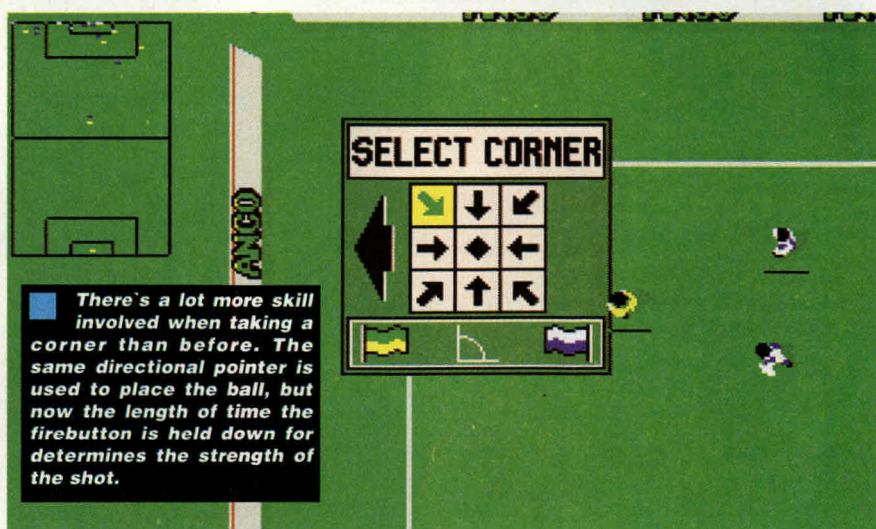
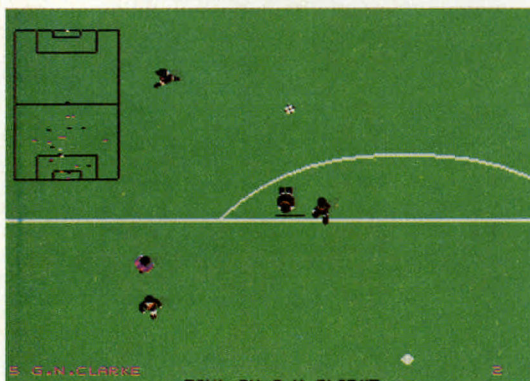
Once the game has loaded, you are presented with a colourful options screen from which your chosen style of game can be picked. As with the original, there are the usual options that allow you to change the game's difficulty levels, but on further inspection you will find newer



(Left & right) The effect weather had on the pitch surface couldn't be seen when the *Extra Time* data disk was used in conjunction with the first game. This time round, though, the pitch darkens when it gets wetter and has a distinct effect on the players by slowing them down and making turning harder. Likewise, playing on the astro-turf surface results in higher bounces whenever the ball is chipped.

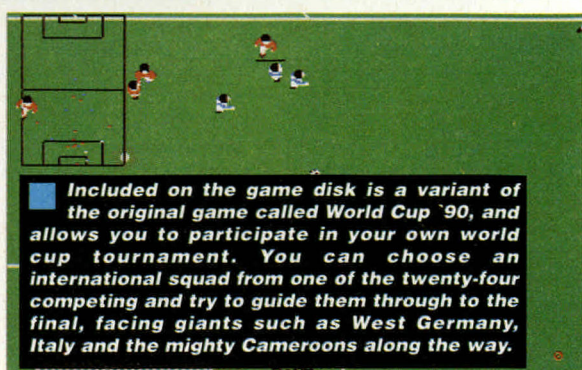


(Below) *Kick Off II* boasts twenty-four referees, all of whom are extremely vigilant and bandy yellow cards around like there's no tomorrow - in fact, compared to this lot, the first game's Mr. Anco was an easy-going kind of chap!



There's a lot more skill involved when taking a corner than before. The same directional pointer is used to place the ball, but now the length of time the firebutton is held down for determines the strength of the shot.

(Right) No more do you have to suffer the boring red and white shirts of the first game. Instead, you can choose any one of the international team's shirts, along with most of the league teams.



Included on the game disk is a variant of the original game called *World Cup '90*, and allows you to participate in your own world cup tournament. You can choose an international squad from one of the twenty-four competing and try to guide them through to the final, facing giants such as West Germany, Italy and the mighty Camerons along the way.

GRAPHICS

The small sprites are just as well defined as ever, and there are many more nice new touches, such as defensive walls.

83%

options that allow you to participate in either a league or the World Cup, change your team's strip and even manipulate the weather conditions by adding strong winds and a soggy pitch to the proceedings - and this time, unlike the Extra Time expansion disk, these factors are visible and have more of an effect on the game. Once the relevant selections have been made, the game is then ready to play and your selected team runs on to the

pitch followed by their opponents.

As in the first game, the length of each match can be determined from the options screen, and can be played from anything from three minutes a-side up to twenty. At first, apart from perhaps a wetter or even astro-turf pitch, there don't seem to be that many differences between the game and its predecessor. However, small touches, such as a more vigilant ref, newer kits and tougher opposition, have been added, along with new enhancements to the basic gameplay, including defensive walls, injuries, substitutions, and the ability to watch your best goals over and over again thanks to a unique 'Golden Goals' replay option! Aside from those new features, though, it is the same good old Kick Off we all know and love. The gameplay is practically the same as that of the original, but the few

STEVE

It seems that Anco have done the impossible and improved on an already brilliant game, creating a classic in the process. Kick Off II features all the playability of the first game, with the additions of new rules and features. Most of the original game's bugs have been cleared, and, on the whole Kick Off II ranks as THE best footy game ever released. And, in my opinion, it rates as THE best game ever produced. Miss it at your peril.

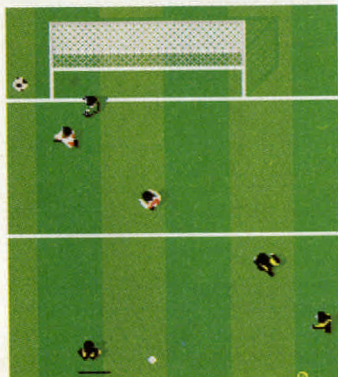
'quirks' that dotted the first game seem to have been ironed out (although there are a couple of new ones!) and you also seem to have more control over the

DOUG

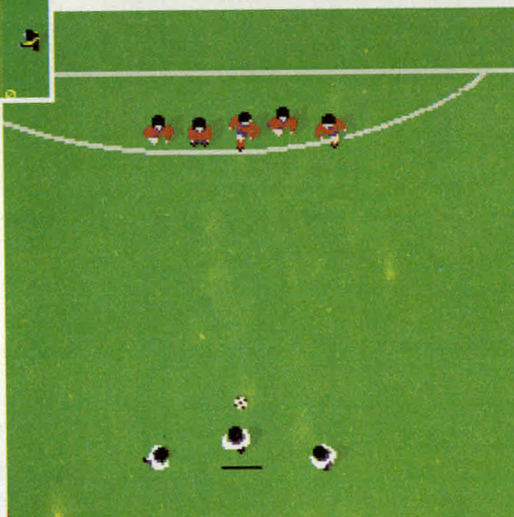
I was a late arrival to the Kick Off scene, and I still thank Steve the Ed for introducing me to its delights. It was with great expectation that I booted up the long-awaited sequel. Thankfully, this sequel is twice as good as the first game, boasting loads of new features. The gameplay is every bit as fast and playable, making Kick Off II the new 'game of the year'. Sheer brilliance.

'keeper - a distinct advantage. Finally, owners of Anco's previous release, Player Manager, can begin the game fore-armed with a squad they have previously saved.

(Below) Using Microdeal's adaptor, up to four players can play with two on each side. Unfortunately, there isn't a keys option, but it's definitely worth investing in the adaptor as it adds to the game immensely.



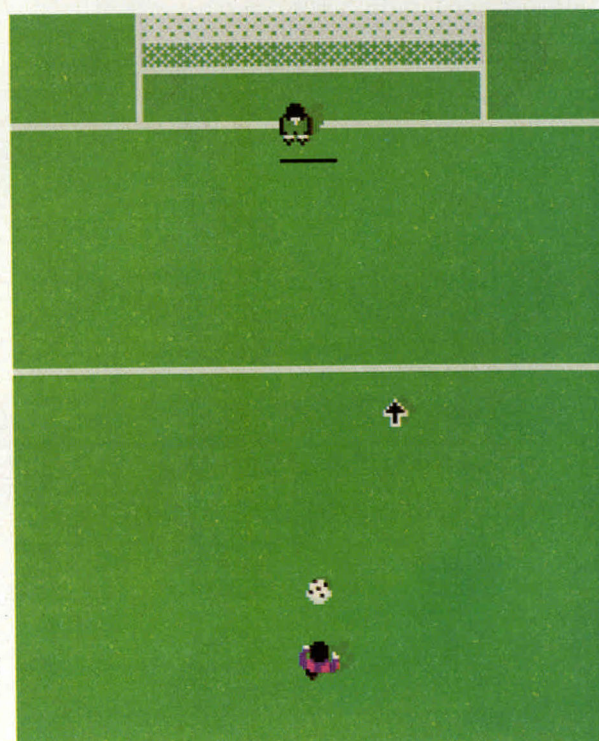
(Right) More rules and features have been added to the basic game, and the most impressive is seen when a foul is committed outside the penalty area. Immediately after, your opponents line up for a defensive wall and your only hope of getting ball past them is by using another new addition - a banana shot. These are effected by shooting as normal, but using the joystick to add curve to the shot.



(Whereas in the first game you could hack players down to your heart's content, Kick Off II players actually suffer injuries and hobble off the pitch. Luckily, you have two substitutes in tow and the F keys allow you to replace the injured player with a suitable replacement.)



(Below) Should a game go into extra time and the game's outcome still hasn't be determined, a 'sudden death' penalty shoot-out will ensue. Penalty taking is much the same as in the first game, only the goalkeepers are more controllable.



(Left) Thankfully, Anco have added a save game routine which allows you to save your position mid-league or during a tournament. In addition, if you have put together a successful Player Manager team, their stats can be loaded into Kick Off II and used as your squad.

THE LEAGUE									
NAME	C	F	M	D	L	GF	GA	PTS.	
STEVES WANDERERS	1	2	1	1	0	4	1	4	
FRANCE	1	2	1	1	0	2	0	4	
ENGLAND	1	2	1	1	0	2	1	4	
SHEDEN	1	2	1	1	0	1	0	4	
SCOTLAND	1	2	1	1	0	2	4	5	W
NICK LTD.	1	2	0	2	1	1	5	W	
ITALY	1	2	0	1	1	1	2	1	
SPAIN	1	2	0	1	1	0	1	1	
CONTINUE SAVE LOAD QUIT									

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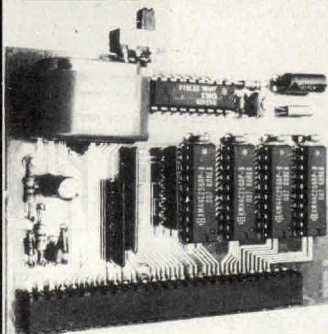
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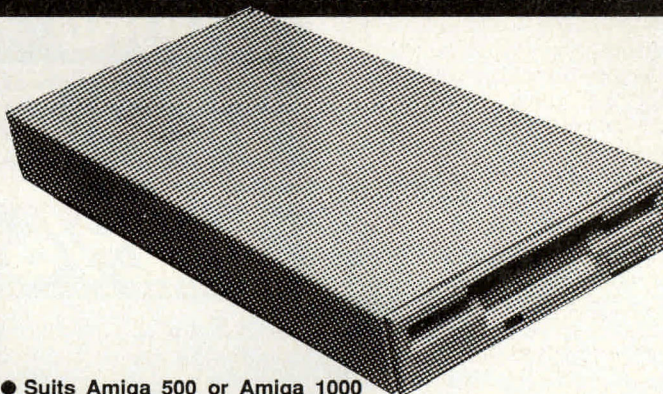
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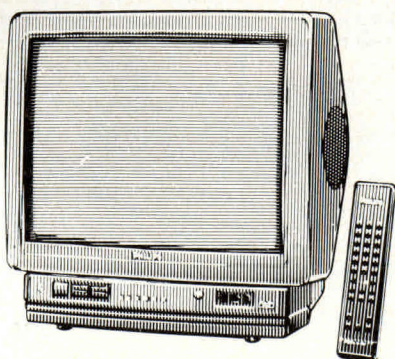
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TREBLE CHAMPIONS

In 1982, Kevin Toms created a minor miracle on the humble Spectrum. Football Manager, with its UDG graphics, non-existent sound, but utterly engrossing gameplay was one of the first, if not THE first, computer game to attain classic status. Now, some eight years after its release, the managerial footy game is still as popular, with the power of the 16-bit machines making for larger, more detailed games that house every problem a soccer manager will encounter. Now, entering the fray for the title that Anco's Player Manager has held for so long, Newcomers, Challenge Software, are up for the cup - well, three of them to be exact! Treble Champions has got three difficulty levels, and as the manager of any one team from the four league divisions or a non-league team, you have been given the arduous task of leading your team up to the top of the first division, collecting both the League Cup and the F.A. Cup along the way - and if it's any consolation, the Charity Shield will be thrown in free if you manage this! As you start to piece your winning side together, you will encounter many pitfalls and highs along

DOUG

The simple gameplay is far from original, but the way it is presented is more than adequate and belies some very clever options and features. I would have liked a bit more control over the actual matches - but, then again, I've been spoiled by Player Manager - but it can get frustrating not to intervene in how your team is playing - but I suppose that's what people like Cloughie and Bobby Robson have to put up with. By no means a classic, Treble Champions is a playable little romp.

GRAPHICS

There are very few graphical thrills as the game relies on menus. Hence, this rating won't effect the game's overall mark.

40%

SOUND

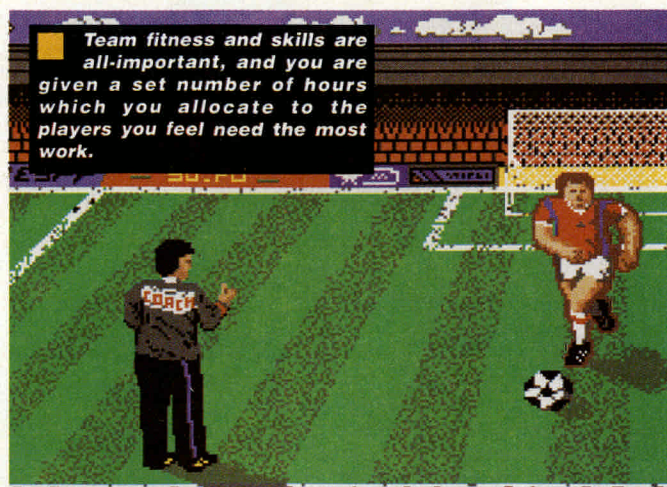
This, too, won't effect the overall score. There are a few burps and beeps, but very little else of consequence.

39%

the way. Treble Champions features all the trials and tribulations a manager can expect to face, including coaching, injuries, transfers, and bankruptcy - luckily, though, there are no 'mistress' scandals in the tabloids for you to face! The game is strategy-based, with all major decisions made with simple key-presses - I just bet that people like Ron 'Jangle Jangle' Atkinson and Terry 'Honest John' Venables wish they had it that easy!

STEVE

Football strategy games are normally too involved and deep for their own good, but Treble Champions comes over as just right. There aren't too many things to keep an eye on, and the in-game problems are added gradually, making the game easy to get into but quite engrossing after a while. It's by no means the definitive footy manager game but it's fun all the same and that's what counts.



Team fitness and skills are all-important, and you are given a set number of hours which you allocate to the players you feel need the most work.

As well as getting the team right, you must also balance the books and several trips to your friendly bank manager will be needed - either to borrow money or to pay some back. Unfortunately, he doesn't seem to work for the bank that likes to say yes!



HUDDESF'D HOME TO BLACKPOOL

3	G/KEEPER	5
12	DEFENCE	23
10	MIDFIELD	24
9	FORWARD	11
34	FIT/FORM	48
5	POSSESSION	16
1	SHOTS	11
1	GOALS	1

HUDDESF'D SHOOT ?

LINEKER	2	YOUNG	3
22			

LEAGUE

The match is viewed from another menu screen with lists depicting who has the ball and other info, such as substitutions and goals. Every move indicates a minute of play and you can only watch as your team do their best - most frustrating.

Before each match, you must select a squad of twelve players and two subs. Considering that my chosen team was Huddersfield, I must admit I was surprised to see the likes of Gazza Gascoigne and Gary Lineker in the team.

NO	S	NAME	-11	A	T	AG	P	G	AP
P		SHILTON	1	1	1	1	1	1	1
P		MOODS	2	1	1	1	1	1	1
P		PARKER	3	1	1	1	1	1	1
P		STEVENS	4	1	1	1	1	1	1
P		WRIGHT	5	1	1	1	1	1	1
P		WATSON	6	1	1	1	1	1	1
P		ADAMS	7	1	1	1	1	1	1
P		FEARCE	8	1	1	1	1	1	1
P		BRUCE	9	1	1	1	1	1	1
P		MABBUTT	10	1	1	1	1	1	1
P		ROCASTLE	11	1	1	1	1	1	1
P		HODGE	12	1	1	1	1	1	1
P		ROBSON	13	1	1	1	1	1	1
P		HODDLE	14	1	1	1	1	1	1
P		WEBB	15	1	1	1	1	1	1
P		GASCOIGNE	16	1	1	1	1	1	1
P		LINEKER	17	1	1	1	1	1	1
P		BEARDSLEY	18	1	1	1	1	1	1
P		COTTEE	19	1	1	1	1	1	1
P		HARFORD	20	1	1	1	1	1	1
ENTER 1 TO 20 -									

Depending on your teams' performance, your gate receipts will fluctuate heavily. But if you have a spate of defeats, don't expect many people to come and see you play until your skills improve.

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OVERALL RATING

59%

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OPERATION HARRIER

After the success of games, such as *E-Motion*, *Rotox* and *Dynasty Wars*, Steve Merrett takes a look at what U.S. Gold have up their sleeves next.

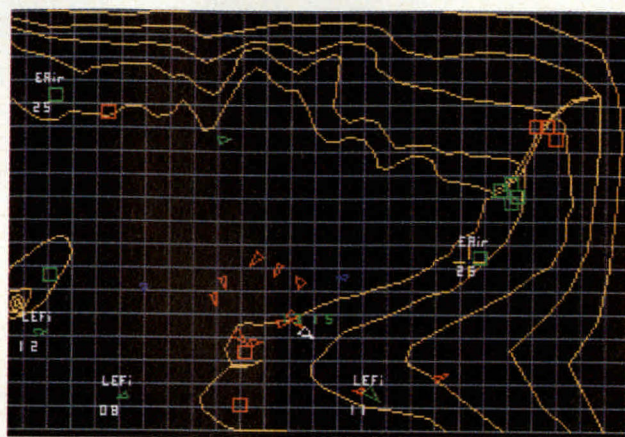


Paul Dunning, programmer of *Harrier*, sits back and tries to forget *Shinobi*.

Innovation is a rare enough thing, and there can only be seven different styles of gameplay to monopolize on. However, by taking one particular genre, a shoot-'em-up for instance, and adding a new element to it, a development team can breathe new life into a dull idea. And this is exactly what happened when Creative Materials began work on *Rotox*. On paper, *Rotox* doesn't sound all that impressive. It features an armed robot who must patrol each screen, wiping out a set number of alien machines before access to the next section is given - hardly awe-inspiring stuff - indeed, even screenshots make the game look dull. But the

main difference between *Rotox* and, say, *Berzerk* or *Robot Monsters* is the unique scrolling method used - Rotorscan. In the past, most in-game scrolling was set in one of eight directions with you turning and walking in and out of the screen, but, with their new system, Creative have written it so that the play area is revolved around you, allowing you to concentrate on more important matters, such as alien blasting.

Once work on the *Rotox* project was nearing completion, it was apparent that there was still further you could take the Rotorscan system, and already a new idea had started to take shape. Operation *Harrier* is the



(Above & left) Before actual programming began, a map of the area, along with the routes the enemy patrols would take, was sketched out. Using this as a guide, Paul then entered the relevant code, and the actual in-game play area was then constructed by a home-grown map generator.

next game due to arrive from the Creative Materials people and, once again, the screenshots of the game may not seem much to look at. The main bulk of the game is being written by relative newcomer, Paul Dunning, whose other claim to fame was that he converted *Shinobi* for Virgin - a

game he admits he's 'not particularly proud of', whilst the game's graphics are being drawn by the extremely publicity-shy Lauren Campbell. Paul met up with Creative when he converted *Shinobi* for them, and went straight into *Harrier*. Having listened to the idea of a plane-



'Us, pose?' Creative Materials go all continental.

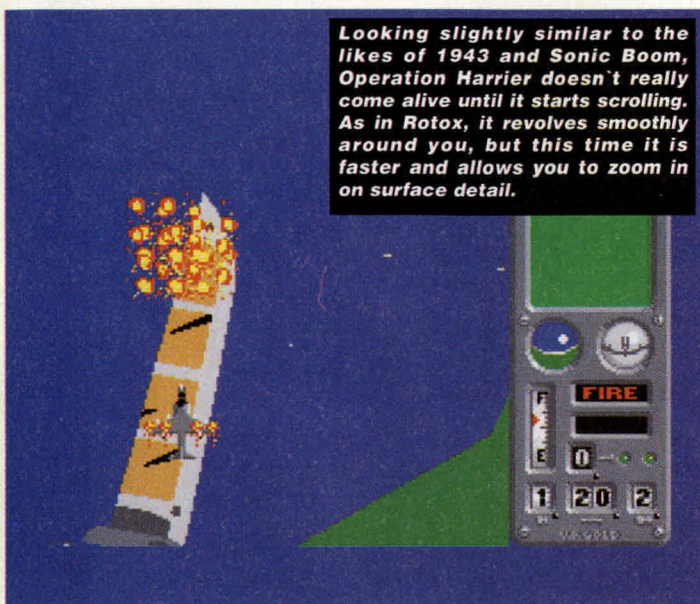
CREATIVE MATERIALS

Those of you with older memories may remember many years ago a company called Terminal Software who, amongst many other instantly forgettable titles, released a gem of a game called *Lazy Jones*. Why am I mentioning this? Well, Terminal Software have long since 'evolved' into Creative Materials, the people responsible for *Rotox* and the forthcoming *Operation Harrier*. Not only that, but they were also Binary Design for a while and wrote such 8-bit budget and full-price games as *Inspector Gadget* (yuk!), *180*, *Zub*, and *Amaurote*, not to mention the 16-bit versions of *Double Dragon I* and *II* and *Motorbike Madness*. The team

consists of Andy Hieke who is in charge of everything and bears a striking resemblance to the guy who used to present 'Hey Look That's Me', whilst overseeing each game's development is Nick Vincent. They originally touted the idea for *Rotox* at the PC Show in 1988, but began work off their own backs before U.S. Gold snapped up the game for release. The team are extremely busy at the moment with two arcade conversions for U.S. Gold that are, as of yet, unannounced, but they plan more experiments with Rotorscan and would like to experiment with a proposed *Rotox* movie.

PREVIEW

U.S.GOLD



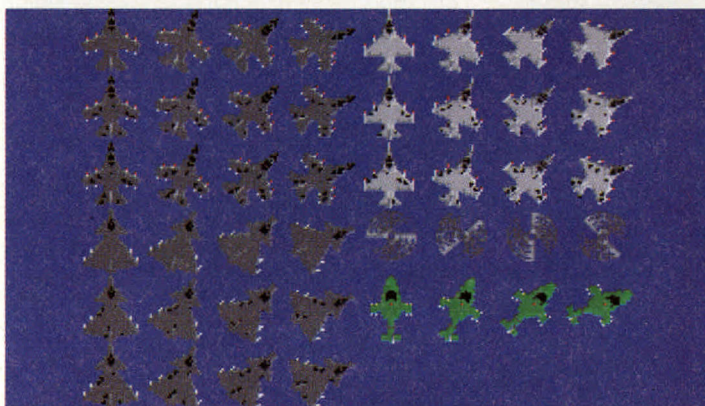
based shoot'em-up involving VTO Harriers, Paul began work on Harrier roughly four months ago and his first task was to improve and add bits to the Rotorscan system. Although the system is smooth in Rotox, for Harrier Paul has speeded everything up, and added more background detail - in addition, he has also added more depth to the play area by allowing you to zoom in towards the ground.

Once the basic idea had been decided and the system improved, the main bulk of ideas and the gameplay began to take shape. Assuming control of one of the aforementioned Harriers, you must embark on one of four (well, for the time being, anyway) missions of destruction. An unnamed enemy has set up several bases on a remote island and each mission involves taking out one of their key buildings or emplacements before returning to base to collect your honours. The Harrier you control has been based on real-life AV8s and can carry up to six weapons or a certain weight-load, all of which are selected before you set off. Amongst the weaponry available, you will find useful air-to-air missiles and 500 and 1000lb bombs that prove essential for certain missions.

After you have made your choice of weaponry, a mission brief and a description of the locale is given by a grumpy looking Major, and you're off. Your plane is shown at the bottom of the screen and is armed with an unlimited supply of bullets in addition to your selected 'extras' (actually, at this point, the game resembles the dire Sonic Boom, but any similarities end there). The

area over which you fly spans several screens and is scrolled extremely smoothly past, whilst the enemy planes appear from all directions, spewing bullets and flak at you - all of which can be avoided by using the 'zoom' technique Paul has incorporated. Your plane can survive several small hits, but should a hit prove particularly bad, one of your wings will burst into flames. Four flames is the maximum your Harrier can withstand, and - unless you can make it to a friendly airfield - your next hit will ensure that your mission will be prematurely over - although, in the true spirit of heroism and comic strips, you never actually die, you just return shame-faced to base facing extremely unpleasant latrine duties! However, with a good combination of skillful flying and constant use of the computer-generated map, you should be able to reach your objective and, hopefully, take it out.

The guys are insistent that the game isn't just another shoot'em-up and that a fair amount of strategy is needed. For instance, one mission features a nuclear reactor, and taking this out prompts the screen to 'white out', taking you and everything with it! And, although completing one mission doesn't impair the enemy forces in any way, each must be completed before the game has been beaten. So far, the game is roughly three-quarters finished, with the sound and maybe a few more missions to be added, along with a few smaller problems to be ironed out, but Creative are extremely pleased with what they have got. It's due out for a June release, so stay tuned for a full review.

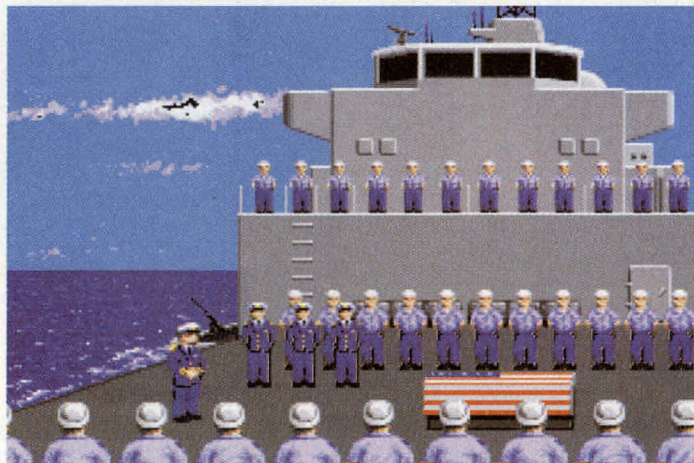


The game doesn't use as many animation frames as most shoot'em-ups because of the scrolling, allowing Paul to use the saved memory on extra features.

SNOW STRIKE

(Left) As well as adding frames of animation, it was decided at an early stage that a lot of the graphics should be drawn from scratch. This is particularly true of the various still pictures in the game, all of which were redrawn by David.

Funnily enough, U.S. Gold's Amiga conversion of Epyx's Snow Strike is in the hands of one of the 'old school' programming teams, too. Seven years ago, like Terminal, Design Design were wowing Spectrum owners with games such as Dark Star and Rommel's Revenge, then, all of a sudden, they seemed to disappear. However, instead of dropping from the games scene like so many of the older teams have, they had gone their separate ways, with two of the original team going on to create Walking Circles, who many of you may remember converted APB for Domark. At present, the team are working on the new movie tie-in The Hunt For The Red October for Grandslam, but most of their time



is being spent on practically rewriting Snow Strike for the Amiga.

An anti-drugs game, Snow Strike is an arcade game with you taking control of a powerful F-14 and using its power to ruin the land and armaments of local drug barons. In all, there are ten missions to choose from, ranging from destroying drug-growing fields and refineries to wiping out

the convoys that take them to be exported. However, despite being set in a plane, it isn't fair to describe Snow Strike as a flight sim and compare it to the likes of Retaliator or F-19, as the controls are far more simple with the overall emphasis on playability.

Work began on the Amiga version six months ago, and the team behind the game comprises

of Graham Stafford and Dave Beresford, between whom most of the game is being written, with graphics being supplied by their in-house guy, David Fish. The first thing the guys did was to practically ignore the ageing PC and '64 versions because, not only do they look dated, Graham says that 'they were as badly programmed as they were to look at - the code was a real mess, it was all over the place.' So, taking the CGA graphics and putting them on to their favoured VGA IBM AT, David began to improve the existing sprites and maps, screen by screen. In addition, any screens that they felt were really dire - the well done screen, for instance - were just dropped and redrawn from scratch. Meanwhile, the code was being written from practically nothing, but not without a few hitches. Until recently, Dave and Graham had been using a PDS system for assembling the code, but of late it had been proving rather too finicky, so they opted for Realtime's Snasm instead, and are extremely impressed with it.

So far, there isn't a great deal of the game to see, but the filled 3D graphics are moving extremely smoothly, and the previously dull graphics look all the better for being in sixteen or thirty-two colours - especially the smoother update on the enemy planes. It'll be out in July, so expect a review then.

U.N. SQUADRON

This conversion of Capcom's horizontally-scrolling shoot'em-up is one of U.S. Gold's Autumn releases, and is being kept under heavy guard. Converted by Tiertex, who have already converted Strider and Dynasty Wars, U.N. Squadron is a P47-style blast in which one, two or three players can team together to blast their way through ten stages of ground and air-based mayhem. As with most Capcom games, the game's presentation is choc-a-bloc with wide-eyed heroes and strange translations, but the gameplay follows the tried and trusted pattern of shooting enough aliens to earn money to buy better weapons.

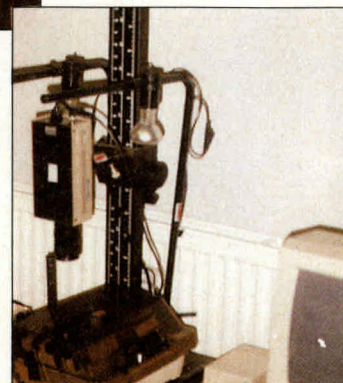
Although the game isn't due for release until October, Tiertex's conversion is way ahead of schedule. John Prince, the programmer of the aforementioned Strider and

Dynasty Wars, is the main guy behind the code, with the graphics in the capable hands of James Clarke. At present, the conversion exists as a one-level demo, but the rest of the conversion is made easier by Tiertex's novel coin-op-to-Amiga graphics system. By linking an Amiga or an ST to the coin-op, and using Digiview Gold, James can literally snatch a paused screen from the arcade machine and plonk it down onto the Amiga where it can be saved down. This method is extremely fast and also converts the screen into sixteen colours, which all Amigas can comfortably run - although the main use of the sixteen-colour mode is for the ST conversions. Then the screens are broken up into 16x16 blocks and then put together again using Tiertex's home-grown map editor. Using this system, it also saves them having to draw the game's many



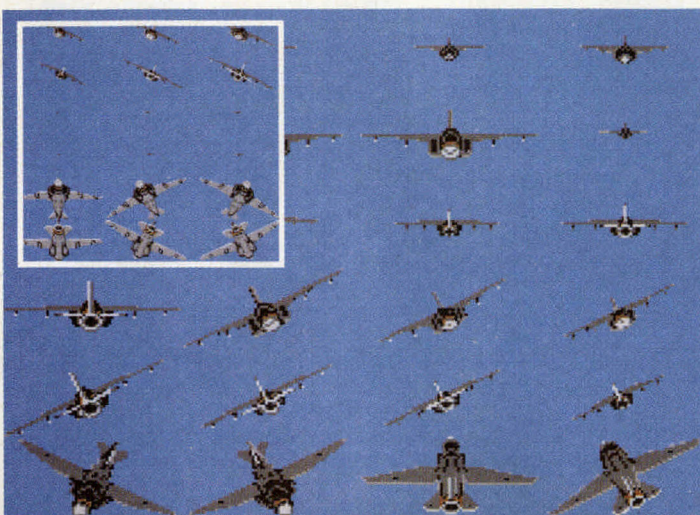
sprites by hand, although if they have to they sketch them out on paper and then digitise them using their unique four-colour digitiser/camera, after which they can touch them up on-screen. All that remains then, is for John to incorporate these into his actual game code. Capcom's latest will hit the Amiga in a nearly identical form of that of the original coin-op. But, once again, you've got quite a wait!

U.N. Squadron's graphics are in the hands of James Clarke, and he uses Digiview Gold to transfer the coin-ops graphics to the Amiga where they are subsequently converted into sixteen colours. Finally, any other sprites or background items are then drawn freehand and grabbed using Tiertex's unique digitising system.



PREVIEW

U.S. GOLD



The PC version of *Snow Strike* is now getting on for two years old and is looking decidedly dated. Likewise, animation has come a long way since its release, so the team added several more frames of animation to various sections - the update on the enemy planes, for instance - whilst smartening up the various explosions and splashes.



(Right) The actual bulk of the code isn't up and running yet, but here is a mock-up shot of what to expect. *Snow Strike* features several missions, all set over the drug baron's paradise of Columbia. Seated with your trusty F-14, you must destroy crops and delivery planes and vehicles, whilst avoiding the flak from the enemy planes.

(Bottom left) This motley crew are the pilots for the mission. On the PC they resembled a bunch of gangly youths, but they have been beefed up with detail added using the Amiga's 32-colours. David concedes, though, that using the 32-colour mode offers too many, but also feels that 16 colours isn't enough.



David Fish, *Snow Strike*'s graphic artist.



Walking Circles' supremo and ex-Design Design chap, Graham Stafford, tries to avoid the camera but fails miserably.



Dave Beresford, programmer of Amiga *Snow Strike*.



Finally, other U.S. Gold titles on their way include *Murder*, by Blade Warrior's author, Jason Kingsley, and is an Agatha Christie-style game set in an isometric play area, and *Vaxxine* by the Assembly Line, which uses the ray-traced graphics of E-Motion but couples them with shoot'em-up action within a body's nervous system. Finally, *Gauntlet* goes one step further, with U.S. G working on a first-person perspective version of the classic coin-op.

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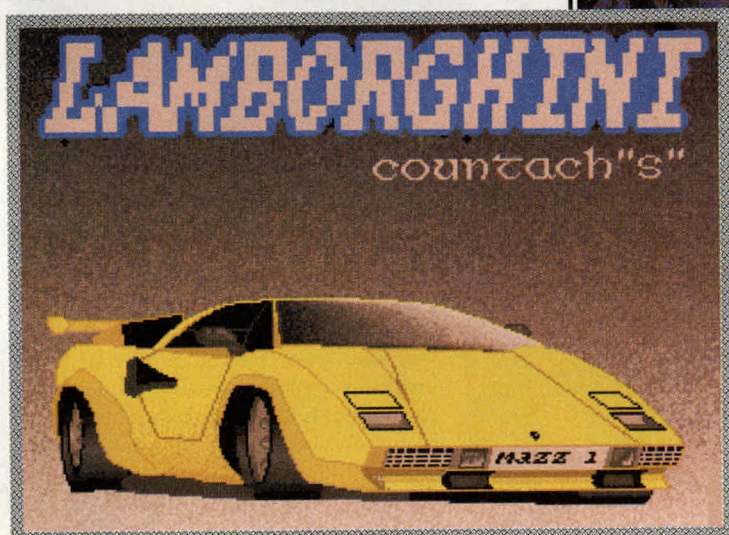
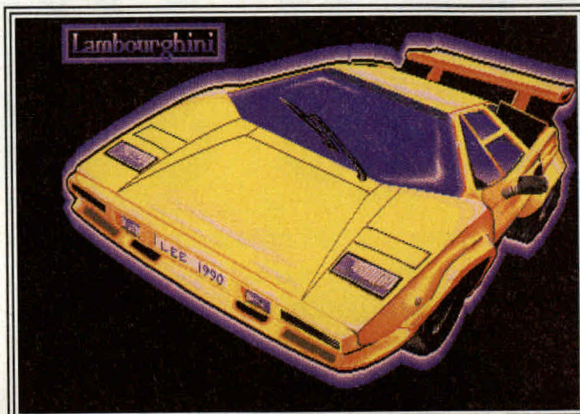
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(Left & right) Lee Ellershaw comes up trumps again with these two. The first is taken from 2000AD's Rogue Trooper story, depicting a Rogue Genetic Soldier who carries a host of dead war buddies in his equipment. The second, you'll probably recognize, is from the Chase H.Q. advert. Both were drawn by Lee on DPaint.



(Above) Another Lamborghini (aren't they popular these days?) but this time from the artistic hands of Matthew 'Maz' Beers. Sorry we didn't have enough room to print the other cars that you so kindly drew for us, but we thought this was the best.



(Left) It seems that a lot of Amiga Action readers also read the weekly comic 2000AD, as we have yet another picture from the pages of the Sci-Fi comic. This time, the picture comes from Lee Barker, and is of Zenith.



Along with a selection of pictures of birds (the feathered type!), came this rather good picture of an Eagle capturing his prey. Also drawn on DPaint, this one comes from Dave Conway who hails from Wigan, Lancs.

To finish off this rather small gallery, we have the Amiga Action logo (Hooray!). This impressive rolling demo first begins with a dull Amiga Action logo unfolding on the screen, before being blasted into full colour by lasers! Thanks to Mat Broomfield for that one.



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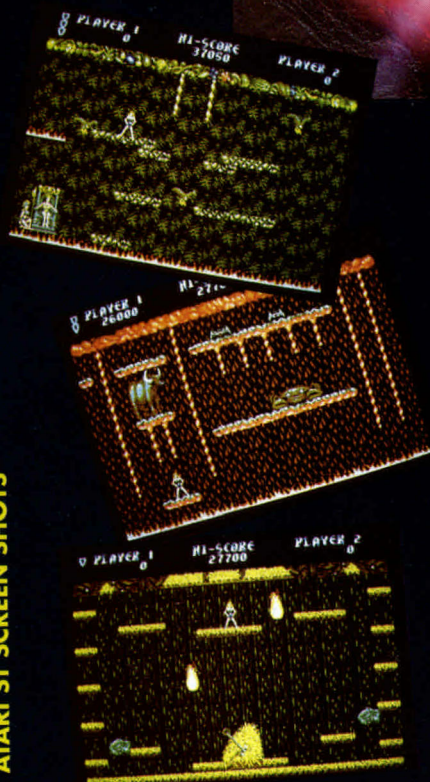
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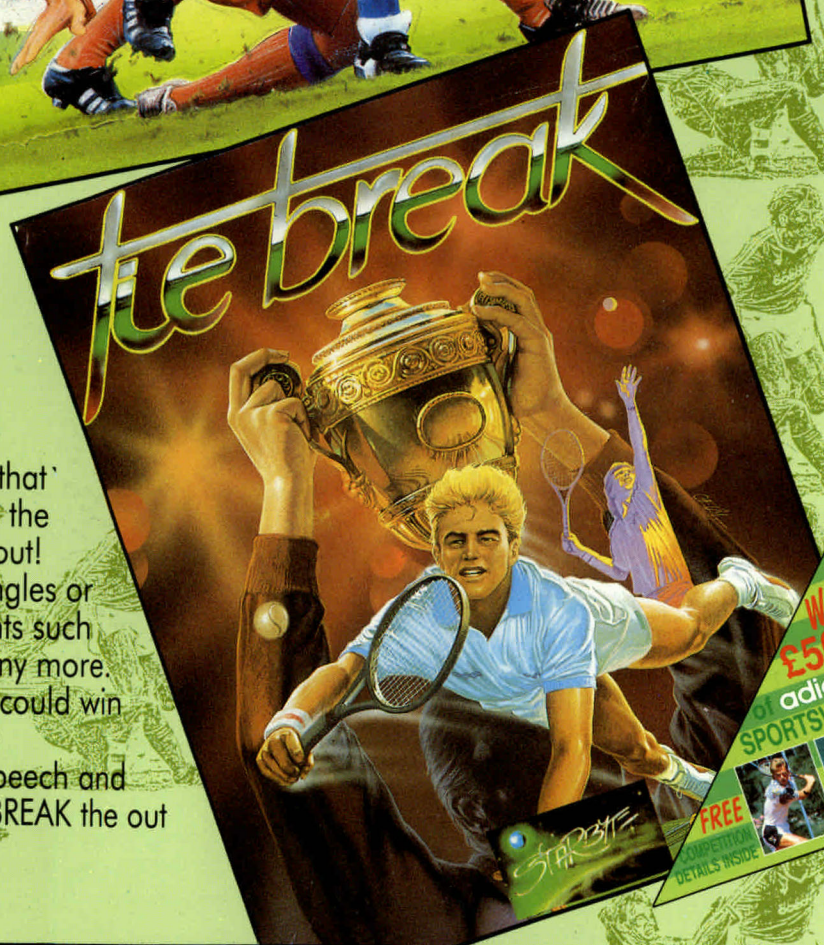
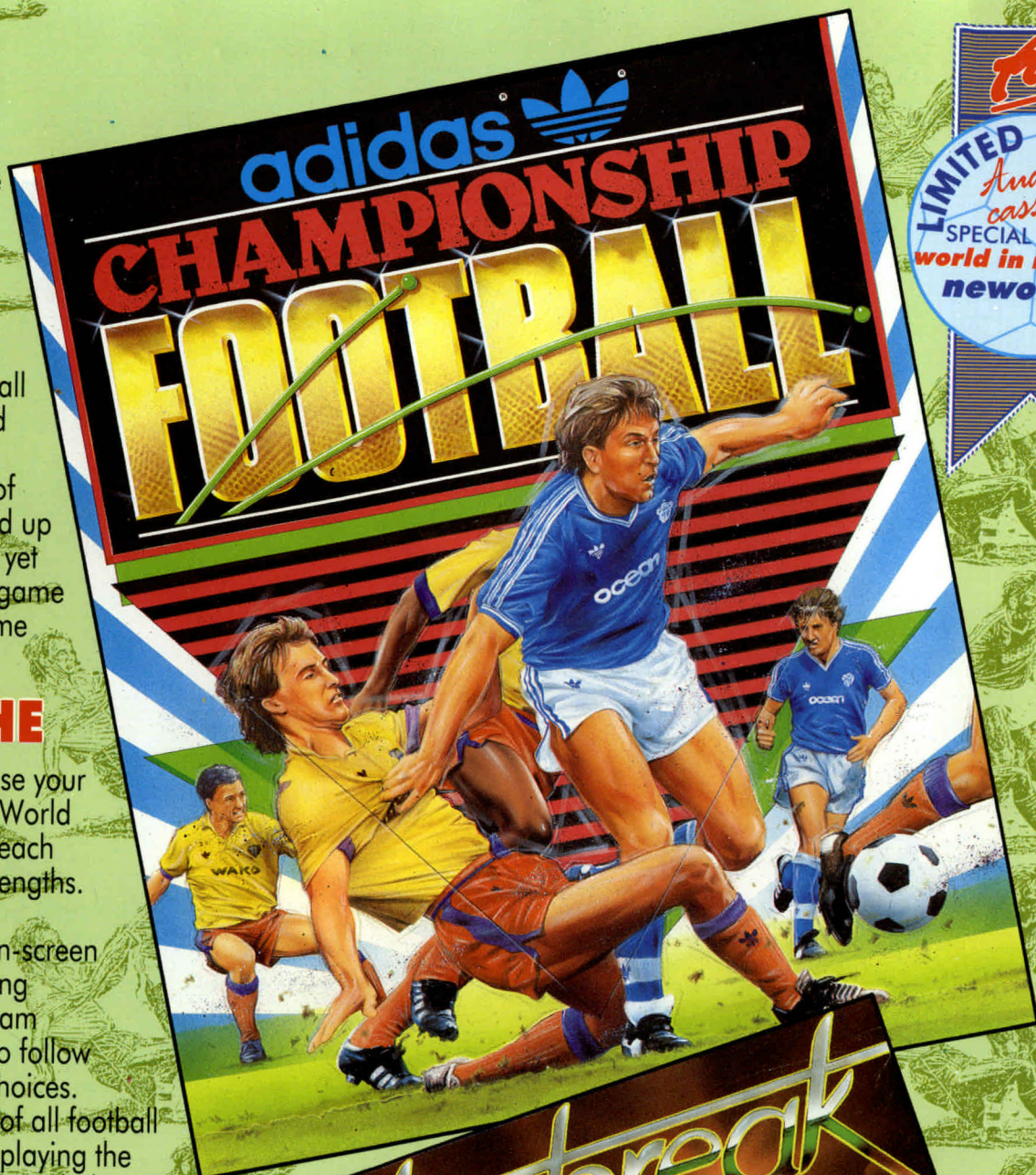
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